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Intro to Networks

October 1, 2023

Assignment 1 Report:

The program works as intended.

You can run this program by compiling all the files in the root folder (root folder of the zipped folder): javac \*java

After compilation and the appearance of all .class files, you will need to run java RecvUDP <port> on the server (of course, replace <port> with the port number 10010 – 10200.

You will need to run java SendUDP <destination\_ip> <port> on the client (of course, replace <destination\_ip> with the IP address of the server and the same port number used above. By using RecvUDP.java on the server and SendUDP.java on the client you are able to emulate a UDP client-server program and the NumberToString conversion.

Here are the statistics for five different numbers:

Minimum round-trip time: 2 ms

Maximum round-trip time: 11 ms

Average round-trip time: 5.8 ms

Client and Server Screenshots:

A computer screen shot of a black screen

Description automatically generated

A screenshot of a computer

Description automatically generated