Report for Assignment 6

This assignment has reinforced my understanding of establishing a connection between the server and the client using the socket and sending and receiving messages. First, it was relatively easy for the client side to make detecting codes for exit command and messages over 50 characters. However, I realized that the server could not detect these messages because the client was shutting down immediately without any messages sent to the server. Therefore, I added the CHKBOOLQUIT function on the client side to fix this, so that the client could terminate the message on the server side and then terminate the client. I added codes dealing with invalid input, invalid IP address, and invalid client address to reinforce it to better deal with errors. The part where I studied unfamiliar functions (like CHKBOOLQUIT) was the most challenging.