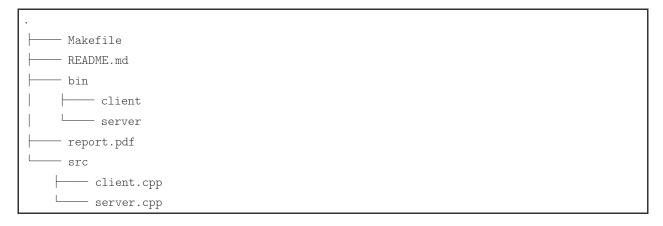
Computer Network - Project 1

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File Hierarchy



- Makefile
 - make: To build default version.
 - make test: To build debugging version with verbose.
 - make clean: To remove all binaries.
- report.pdf
- bin/: Binaries for server and client; will be created after make. Remember to mkdir it if it does
 not exist before make!
- src/: Source files (CPP) for server and client.

Functionality

In my implementation, servers and clients first establish a TCP connection which will last until either side terminates.

For every timeout microseconds,

- 1. The client sends a message including the current index of pings and some other information.
- 2. The server echoes the message as soon as he receives it.
- 3. The client waits for the messages and check if the correct index is on any of them.
 - The client waits at most timeout microseconds
 - Once successes, the client will also idle until timeout microseconds pass

Note

• The max number of clients connected with a server is set to 256. If you want to enhance the number, go to src/server.cpp and change the global variable MAX CLIENTS

Stability

I've tested the both servers and clients on several linux environments including CSIE Workstations (linux3, linux7), MSLab Workstations (hp). It should work probably on those environments.:)