Meeting 2-22

# Agenda:

* Finish Mode 0
* Start Mode 1

For some reason, my computer doesn’t like bzero.

# Notes:

* Ask Eric why that was an issue. When you have
  + char \*buffer; // segmentation fault
  + char buffer[size]; // no segmentation fault
* we explicitly set the size to be the same as user input
* Push to master the files on your desktop in Project\_1-Finish\_Mode\_0
* Left protocol as 0
* ~~Fix the clock (clocks) in Finish\_Mode\_0~~
* Try to remove the weird characters at the ned of mode 1
* <http://webtools.live2support.com/linux/sum.php> - has a function to print the checksum

# Questions

* Is it okay that we have a buffer of two characters?
* Do the packet sizes include the null terminator of the packet? Our client says that it received 2000 bytes, but it has an extra buffer with just two b’s .
* Why is this happening?
  + Mode\_0 works w/+1
  + Mode\_1 works w/o +1

# Checksum disable:

* Some flag in the “socket” call of SOCK\_DGRAM
* Use SOCK\_RAW

To check for no checksum:

* There