

# Progress Report 14

Stuart, Walt, Dan

## Next Goals and Deliverables

- Abstract packet creation to packet struct - Walt
- Create packet data interpretation system - Stuart
- Create pong game - Stuart
- Generalize network layer to accept any application and send to any port - Walt/Dan
- Implement error packet and handle no stop sequence - group
- Run experiments on baud rates, and profile program to determine where bottlenecks are. - group
- Build queue for sending when keyboard spammed - Dan
- Begin writing paper - group

## Previous Goals and Deliverables

- Generalize packet creation to packet struct (IN PROGRESS) - Walt
- Create packet data interpretation system (IN PROGRESS) - Stuart
- Create pong game (IN PROGRESS) - Stuart
- Abstract packet creation to packet struct (IN PROGRESS) - Walt
- Generalize network layer to accept any application and send to any port (IN PROGRESS) - Walt/Dan
- Implement error packet and handle no stop sequence (IN PROGRESS) - group
- Run experiments on baud rates, and profile program to determine where bottlenecks are. (IN PROGRESS) - group

## Discussion

- Today we did not get a ton done due to most of class being spent learning from David Z of CC ITS about CC's network infra and busy schedules following class. Tomorrow we will pick things up.
- Walt managed to debug most the chat application Dan and him developed earlier in the week. We have yet to test these revisions on the pis, but we feel confident it will prevent the listening errors we were running into. If successful, this will mark our first app that functions with the network layer.
- As we prepare to write our paper, we are going to do code cleanup and various load testing experiments to evaluate the strengths and weaknesses of our network.
- Stuart is continuing to develop his pong application. We are hoping to have latency to a minimum by the time this program is ready for testing.