Progress Report 13

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 expiriments on baud rates, and profile program to determine where bottlenecks are. - group

Previous Goals and Deliverables

- Allow program to repeatedly send messages (DONE) - Dan
- Create dynamic network system to allow users to log on/off freely (DONE) - Walt
- Generalize packet creation to packet struct (IN PROGRESS) - Walt
- Create packet data interpretation system (IN PROGRESS) - Stuart
- Create pong game (IN PROGRESS) - Stuart
- Build on router capabilities (error packet, handle no stop seq.) (DONE) - group

Discussion

- Today we debugged and ran the dynamic router. Now new devices can be plugged in and the router will automatically recognize them and their address, and add it to the address book. The next step is adding routing capabilites to the clients, so they can daisy chain devices to together. We also want to add router - router connections, so that the network can have two routers and as many as six devices.
- Stuart has been working on the transport layer and how to determine types of data being sent in the data bytes of the packet.
- Dan has been working on the chat application, and how to abstract applications from the network and link layer. We are very close with this refactor, and Walt will be making the finishing touches tomorrow.
- Finally, to prepare for writing the paper over the weekend we will be running experiments on the baud rate and profiling the program to determine where the bottlenecks are. We will also be looking into how to handle errors in the network, and how to keep the program running in the case of bad packets.