Progress Report 12

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Next Goals and Deliverables

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

Previous Goals and Deliverables

- Change Hamming encoding to 8,4 and to be byte-based (DONE) - Dan
- Create routing program compatible with new packet structure (DONE) - Stuart
- Build routing logic into network layer (DONE) - Walt/Stuart
- Transition from reading bits as characters to bitmasking using uint8t bytes. (DONE) - Stuart
- Decode received hex values to ASCII and return them to user (DONE) - Dan
- Clean up the functionality of individual classes and increase abstraction (DONE) - Walt

Discussion

- Today we got our router working with multiple users being able to select the destination for where they are sending packets. We haven't handled errors with sending packets to nonexistent places yet, but some of that polishing will come as we continue to refine what we want our router to do.
- We feel good about our fundamental ideas of how the network will work. However, we have been spending a good bit of time going back and rewriting old code to make it more readable with better abstraction. This is something I think we should continue doing as it allows us to have fast progress and with solid fundamentals, we are able to comfortably focus on future tasks.
- In general, we have been operating under a perfect set of circumstances for our code, and have not implemented any error checking or logic to keep the program running in the case that bad packets are received, stop sequences are omitted, or a port isn't zeroed out. This is something that surely every group has run into in some capacity, so we are going to start asking around to see if other groups had any clean solutions to these problems.