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1. Does our code work:
   1. Yes, mostly.
2. How to run our code:
   1. Compile source code:
      1. gcc client11b.c -o client11b
      2. gcc client11c.c -o client11c
      3. gcc server11.c -o server11
      4. gcc client12.c -o client12
      5. gcc server12.c -o server12
   2. Start the server:
      1. ./server11 or ./server12
   3. Run the client:
      1. ./client11b <server hostname> or ./client11c <server hostname> or ./client12 <server hostname>
3. Known issues/Bugs:
   1. Lab1.1 part b:
      1. We couldn’t get timestamp to show up in human-readable format for each message sent.
   2. Lab1.1 part c:
      1. Same timestamp issue as above, this caused an issue where we couldn’t calculate the RTT statistics for those packets.
      2. Also, we were unable to get the client to break out of the infinite loop of receiving packets in the case of a timeout.
   3. Lab1.2
      1. We didn’t have enough time to handle the majority of invalid unsigned integer arithmetic cases.