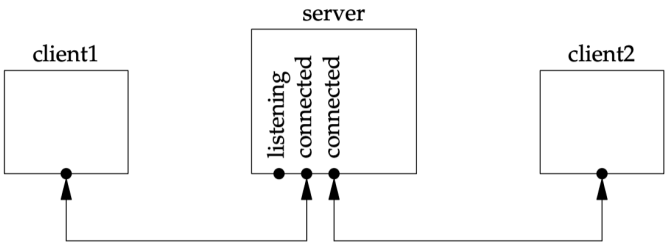
Fast Internet

Features implemented:

- Multiplexing
    - To accomplish multiplexing, I approached the task by using an array of descriptor sets to allow for essentially as many stations as possible to connect to one CSP.
    - Below is a diagram of how the processes communicated.



    - Below is a depiction of the descriptor arrays and there association which each client process. This allowed for **selection** on any of the processes already loaded into the file descriptor set.

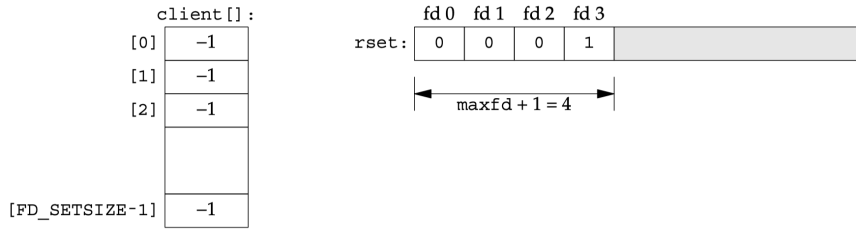


Figure 6.15 Data structures for TCP server with just a listening socket.

- Queues
    - Creation of queues for the CSP and the SPs to maintain there requests and data.
- Frames
    - Creation of frame structure to keep communication consistent amongst the processes and CSP.

Features not implemented

- Mostly I could not get the output into the logging file to be accurate, I spent a lot of time making structures to pass back and forth between the station and the CSP, but this may have proved more difficult than just passing strings back and forth.
- I think some of the ordering to how the queues would respond to an event/request is not right as well.