

Objectives:

To get familiar with sockets and client-server interaction. More specifically TCP related sockets.

Design Overview:

The design was primarily built with modularity in mind. I tried to separate the different packet handlers into functions so that it would be easier to debug when a certain packet was not working. This worked well as I was easily able to figure out where in the code errors were occurring. This would also make it easier to add future packet types by following the same generic scheme of the rest of the packet handlers.

Project Status:

The project seems to be working up to what the specification was. Improvement can be made in terms of alignment and possible misalignments in printing. The assignment was rushed and cleanliness in terms of printing was not a top priority.

Acknowledgements:

CMPUT 379 Slides.

CMPUT 379 Lab code.

Advanced Programming in the UNIX Environment.

Geeks for geeks.