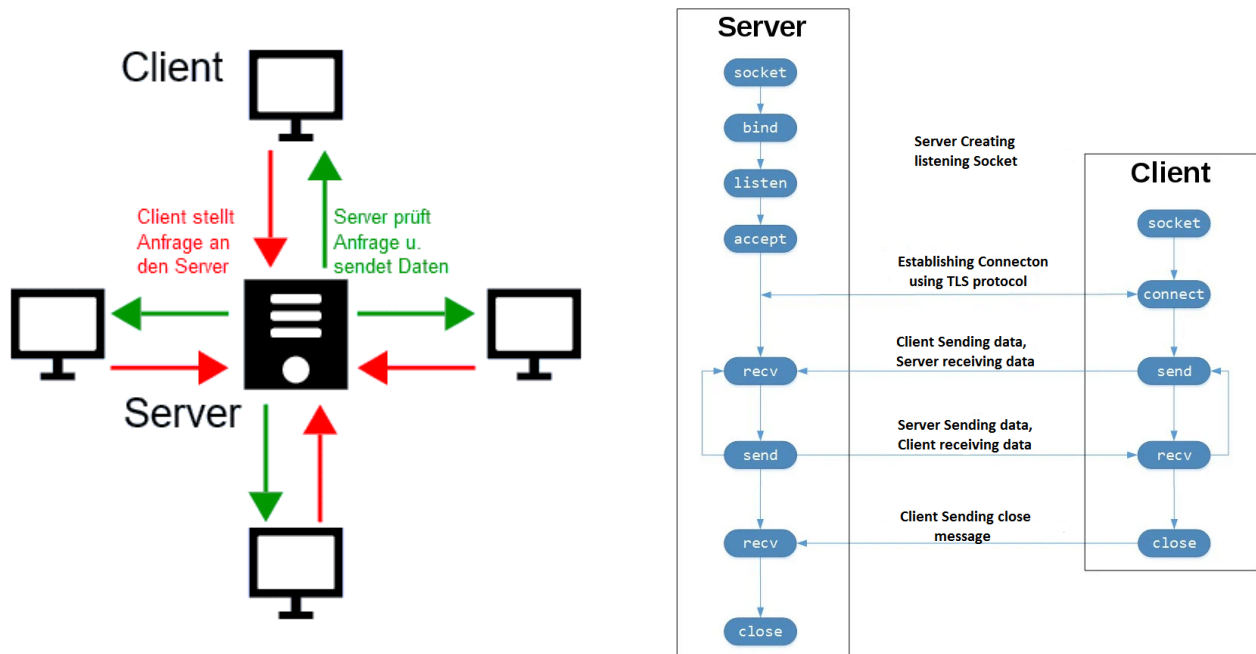


## Client and Server Architecture

The basic structure was taken from an existing sample. This was then adapted for the specification. The following structure shows the used architecture structure of our client server



## Used Technologies

- Teamwork: GitHub
- Programming language: C++
- IDE: Visual Studio Code
- Connection: TCP/Sockets
- Automate file compilation: Make

## Development Strategy and Needed Adaptions

First, a working sample program was tested and analyzed. Thereby the behavior of client and server and their connection via a socket.

After understanding the specification, the sample program ClientServerSample was first run on the local computer and modified further and further. Towards the end, obsolete code snippets were removed, and all code was commented.

A bigger challenge existed, and this required a bigger adaptation: First all messages were written down and summarized in a file. The following problem arose: one had to parse the complete content of a file. This has the consequence of a long runtime when more than 1000 messages are present.