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CS 422 Lab 2 Write up 2

My scheme for the packet management involves using control characters and specific keywords together to allow for recognition of a management packet versus a payload packet. These control characters cannot, or rather should not, appear in the reminders text so that the server does not inadvertently send a management packet when it intended to send a payload packet.

For instance, the server will send “Registered\r\n\r\n” to indicate to the client that they have received the registration. Similarly, the server will send “DropRegistration\r\n\r\n” to tell the client to stop listening, if it still is and can receive packets. The final management packet is “Exit\r\n\r\n”, which indicates to the client that the server has sent all of the packets and will send no more. All other packets are considered payloads.

The client can send management packets as well, for instance it can send the secret key to the server to attempt to register, it can send “Resend\t#” which will request a resend of a specific reminder packet, in case it was lost. If the client attempts to send anything else, it will almost certainly be ignored by the server.