Nathan Cauwet

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DU ID: 873271826

Network Design

Peer review for HW4 and HW5

HW4: (UDPPingerClient)

Goncalo:

* Line 1: importing time here is unnecessary because in Line 2 time is imported with “from time import sleep” which imports time to access sleep.

Student:

* Line 1: importing time here is unnecessary because in Line 2 time is imported with “from time import sleep” which imports time to access sleep. (From template)

Self:

* Line 1: importing time here is unnecessary because in Line 2 time is imported with “from time import sleep” which imports time to access sleep. (From template)
* Default IP address is set to my laptop’s IP on my LAN rather than localhost (or 127.0.0.1)
  + If the server is not being run on 192.168.0.10 on whichever LAN the client gets run on, the program will not work
* Modified the UDPServer.py which was not only unnecessary, but made the program not function properly
  + Use the UDPServer\_2.py rather than making a modified version
* Incorrect format displaying packet time in line 75
  + Print example: “packet time: %f 0.004022121429443359”
  + Should display in milliseconds and %f should not show in the print (use a different modifier flag)
* In UDPServer\_2.py line 47, the message is converted to uppercase for some reason. Remove the .upper() from data in this line
* User input should not be used for the message. Instead use a predefined packet size and loop the ping a finite number of times

HW5: (turtle FTP)

Goncalo:

* Deprecation warning in server regarding x.SetDaemon(True) (turtleFTPServer.py, line 52)
  + Set daemon attribute instead (this is what the console said)
* ~~client can't find file (tried to stor and retr a .py file and got error)~~
  + ~~error could simply be due to the fact that the file I tried to send was running (turtleFTPClient\_gfm.py)~~
  + the error above has been crossed out because it was not an actual error, I spelled the file name wrong

Student:

* after each command the user must hit enter to show the turtle> prompt again
* loops to login prompt upon quit
  + this is ok because it was shown in the FSM meaning that it was a choice made by the author
* client breaks if you hit enter too many times with an empty shell (no command)
  + there is no handler/catch for the client sending empty strings.
* Made the stylistic choice to trigger login upon launch rather than making a client shell (no problem with this, just not a choice I would make)
* The format of download and upload is different (download has input and prompt on the same shell line whereas upload has a new line inbetween them)
  + Nothing wrong with this except readability

Self:

* Server-side help command includes the login command, should only be an option on client-side
  + Also contains a “WIP” tag, meaning work in progress. This should be removed
* Sockets are closed at improper times causing the server to crash after multiple downloads and the client to crash and break the server socket after multiple uploads
* Multiple versions of the assignment were included, different versions have differing levels of functionality and different approaches to the task. None are fully functional
* Missing FSM for system
* Does not prompt for host|port of server