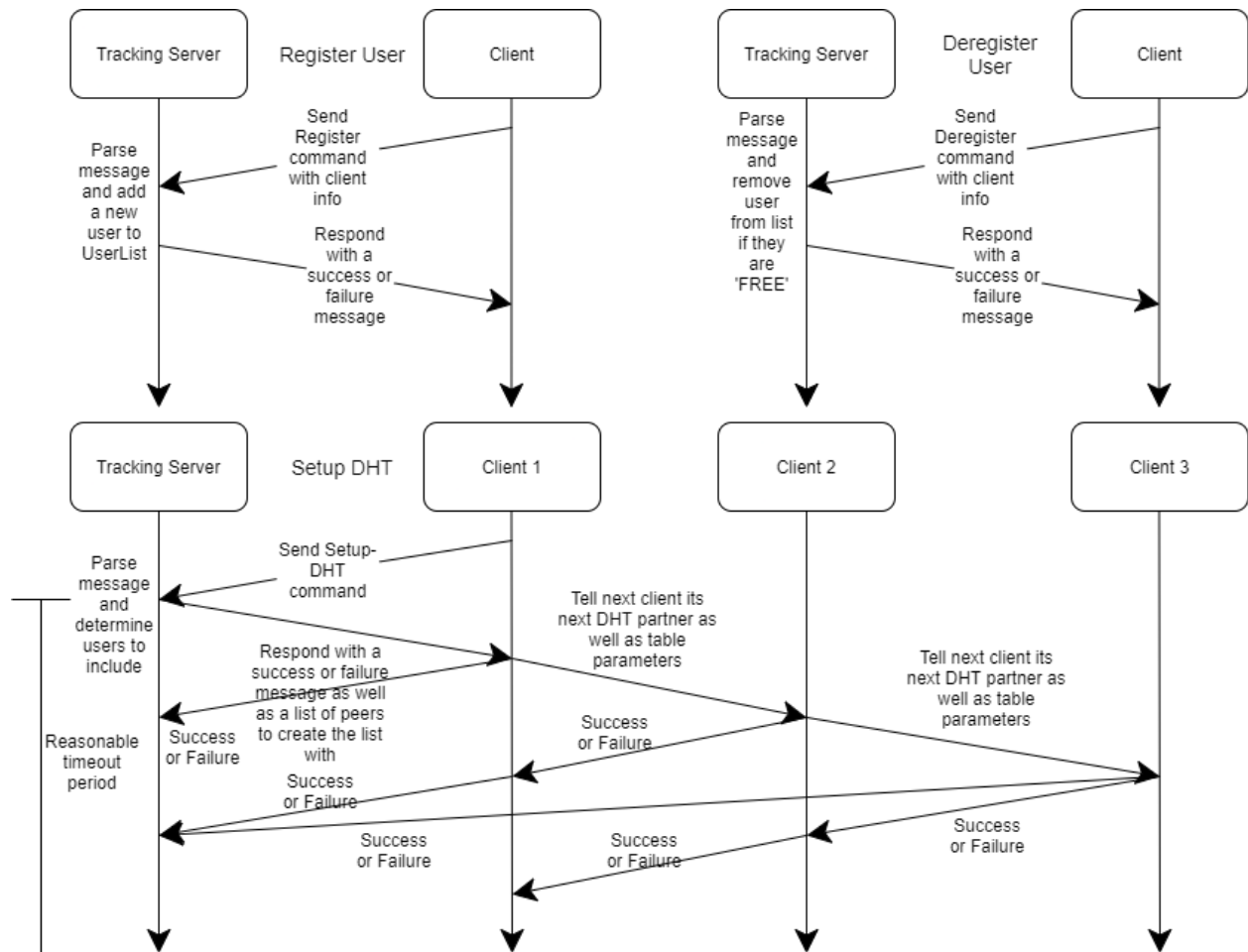Socket Project Milestone
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(a). The message format of my client to server messages are COMMAND#INPUT. An example of this would be the Register-User message which would be sent as a Byte Array as RegisterUser#Username#127.0.0.1#38000 which would be delimited by the pound signs and interpreted as

Command: RegisterUser
Username: Username
IP Address: 127.0.0.1
Port: 38000

(b).

(c). There are only a few different data structures I have implemented within my project. As it currently stands I used a convenient and sufficient method for organizing registered server members, that being a linked list. This structure does not scale very well with larger scale user bases but for the milestone I think it will be sufficient. For the contents of the list I created my

own custom class to represent UserData, this structure allows you to instantiate new list members quickly and simply and then edit later using setter and getter functions. The last data structure I used is Java's dictionary structure which behaves in the same way as a typical Hash Table without having to design my own structure like I would have to in C.

(d).

(e). No Video