Meeting Minutes

Team #10
PA #2
Team Lead: Alonso Vega
Other members: Gabe Williams, Daniel Letterman, & Nicholas Fotinakes

Meeting 1

Date: 05/09/2022
Scrum Master: Alonso Vega
Absentees: N/A

What do you plan to complete until the next meeting?

Team Member	Task	Status	Notes
Gabe Williams	Server/Client Code	Assigned	Focus on socket and ping
Nicholas Fotinakes	Server/Client Code	Assigned	Focus on socket and ping
Daniel Letterman	Server/Client Code	Assigned	Focus on formulas and output
Alonso Vega	Server/Client Code	Assigned	Focus on formulas and output

Notes: Our team went over the team programming assignment #2 UDP Pinger. We discussed the main idea of the project and made sure everyone understood the requirements. We all agreed to begin coding to develop a skeleton, get ideas of how to set up the Client/Server, and then share our code in the next meeting. Gabe and Nick will focus more on making sure the socket and ping aspect is set up correctly and Daniel and Alonso on setting up the formulas and formatted output. We can then compare and combine code and then update and make improvements.

Meeting 2

Date: 05/13/2022
Scrum Master: Alonso Vega
Absentees: N/A

What did you complete from the last meeting?

Team Member	Task	Task Link (if available)	Status	Notes
Gabe Williams	Code Skeleton/discussed code		complete	well done
Nicholas Fotinakes	Code Skeleton/updated code	[Link](#)	complete	well done
Daniel Letterman	Code format/discussed code		complete	well done
Alonso Vega	Code format/updated code		complete	well done

What do you plan to complete until the next meeting?

Team Member	Task	Status	Notes
Gabe Williams	Bug test	Assigned	None
Nicholas Fotinakes	Test Results/final files	Assigned	None
Daniel Letterman	Bug test	Assigned	None
Alonso Vega	Test results/final files	Assigned	None

Notes: In today's meeting we discussed the UDP Pinger code we developed and started to organize everything into the final code files (files hosted on Nick's gitHub). We discussed bugs and output problems that we had in our code as well as possible solutions and improvements. Alonso and Nick will finalize test results and files for submission, while Gabe and Daniel will double check for any final bugs or output errors or formatting issues.

Issues Discussed:

Does TimeoutInterval need to be calculated and set every ping? Does it need to be doubled when packet loss occurs?

Should pingnum on server side increment every client attempt or only on successful ping? The PA2 output and provided code are inconsistent.

Meeting 3

Date: 05/16/2022
Scrum Master: Alonso Vega
Absentees: N/A

What did you complete from the last meeting?

Team Member	Task	Status	Notes
Gabe Williams	Bug Test	Complete	
Nicholas Fotinakes	Test Results/final files	Complete	
Daniel Letterman	Bug Test	Complete	
Alonso Vega	Test Results/final files	Complete	

Notes: Since the last meeting we addressed the potential issues and reviewed the final versions of our code and test results for submission.

The professors had clarified that the TimeoutInterval can be set to 1 second for the entire duration, and the final TimeoutInterval be calculated at the end. The Timeout does not need to be doubled when a packet is lost.

Professor Pham also answered that the pingnum should be incremented to match the ping number sent by the client.

No other bugs or issues were present and code is ready for final submission.