Technical Impression

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First, for TCP part, I spent a lot of time on debugging logging system. As the client and server has a connection, it is hard to tell which part goes wrong. For example, the log on server part performed well, but the log on client part keeps displaying error message. This is because I used buffer to store the message, the client and server are read message by line. So sometimes, an extra new line “\n” is a big problem in message transmission. I need to flush the message every time to make sure the message is sent properly, and one extra line makes the replying message weird, which display the past messages in a loop. It is a bit confusion for me why this happened.

For project structure, I think we need some further details on implementations, maybe just provided an interface to us. It took me some time to understand what we need to implement. And I think we need some time to understand docker and its implementation. Maybe in the future we can be provided some starter files, so we can take more time on learning and understanding TCP/UDP protocols. Also, maybe a teammate is good for designing protocol, as we can design the server and client part and try to communicate with each other.