**MP5 – CSCE 313**

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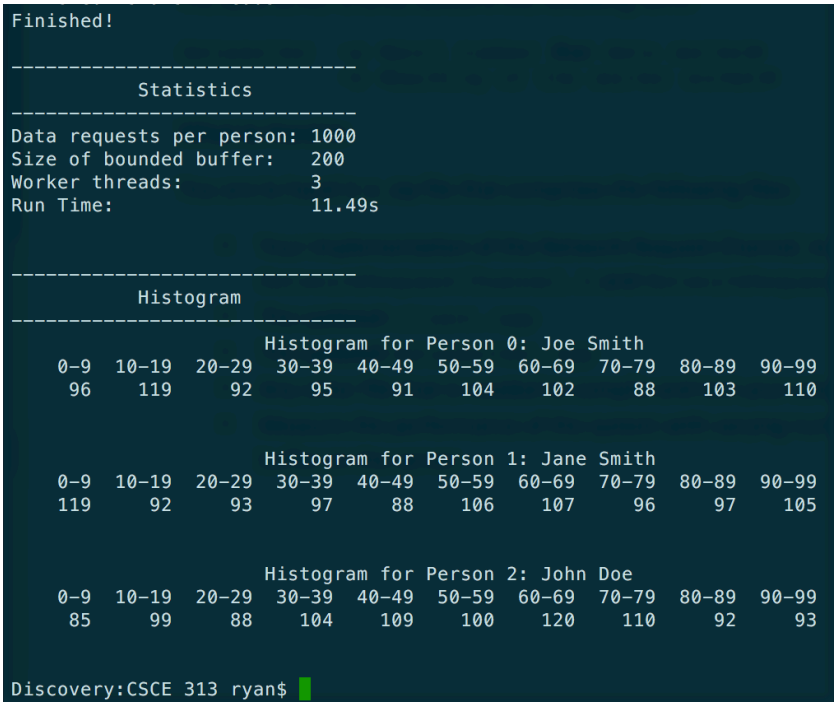
**Introduction:**

In this machine problem we added in functionality to facilitate messaging over a network using sockets. To do this, we modified the RequestChannel class to become the NetworkRequestChannel class with new logic based on the socketdemo provided to us.

**Result:**

The result of running the program can be seen in the following screenshot:




**Conclusion:**

**Measure performance:**

In our tests, we concluded that the amount of clients and size of the backlog buffer will effect the performance of the program. We tested this by running multiple instances of the client, connecting to a single instance of the dataserver. In our tests, we found that if the backlog is too small, the programs will not properly execute as they are not able to make/receive the necessary requests. Increasing the backlog amount seemed to solve this issue.