

We tried as a group to keep the design of our program as simple as possible. The only necessary files are the server.cpp and client.cpp files. By doing this we were able to work remotely on the code and merge it together more easily than if we had many classes to work with. The main issue we faced was having to work remotely. Since we were not able to meet as a group, communication was not as efficient and our daily meetings were not quite as productive as they could have been had we had the extra time that we lost over spring break.

As for the protocols themselves we decided to put them into 2 different methods in order to promote simplicity as much as possible that way you could just call either one or the other.

Finally, we built a struct consisting of a sequence number, the char\* of data, and the checksum value of each packet, that way it could be able to check it on the client side to decide whether or not it needed to resend.

This project was definitely a challenge for us considering the strange circumstances. I hope that you take that into account when deciding our grade for this project. It was no easy task coordinating a project of this magnitude with the worlds current climate.