

# Experience With Peer-to-Peer Project

My experience with the project was overall fun. The project was challenging, to the point that I almost thought I wouldn't finish it. I designed the architecture of the program and I am pleased with how it came out. The toughest part of the project by far was implementing the TCP streams. Going into it I did not know that TCP was a stream of data, which set me back quite a bit when implementing the design. I thought that TCP sent all the data I threw at it all at once. This created a huge problem because my data kept coming in the wrong chunks, throwing the entire stream into unusable garbage. My implementation and design are specified in the README.MD file, which will serve as a continuation of this document.