Project 0: Report

Intro (Your understanding)

The code implements a client-server for a simple ping-pong application. The roles of the client and server are as follows:
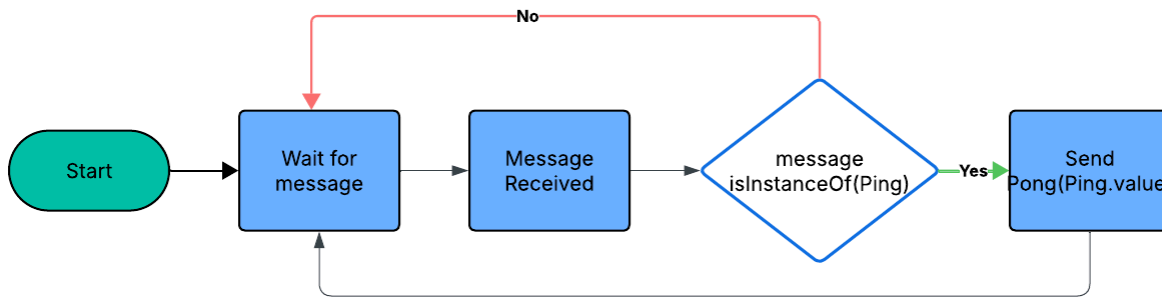
1. Client: sends a ping message and keeps resending until it receives a pong reply with the same value from the server
2. Server: receives message, and replies the sender with a Programming
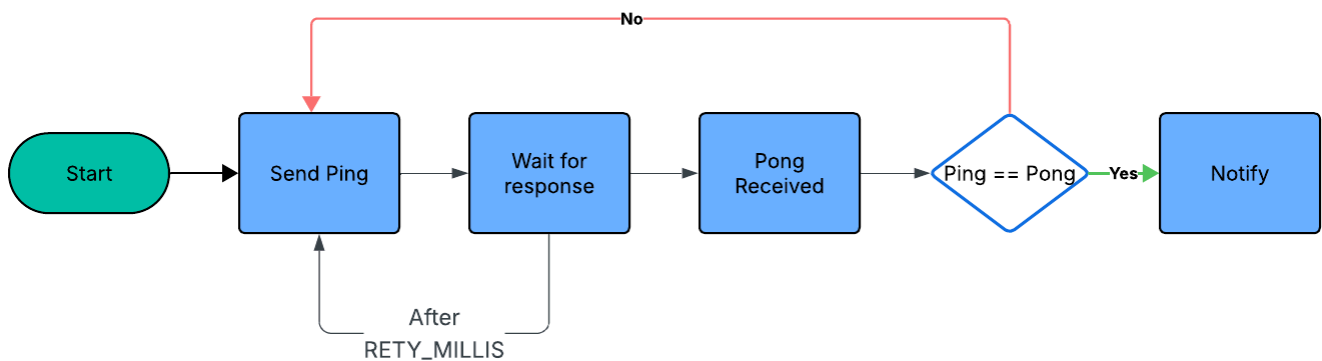
Flow of Control & Code Design

- Server

  - listens to the messages from client, and for any message which is an instance of `Ping`, it sends a reply `Pong` back to the client with the same value

- Client

  - sends a `Ping` request to the server
  - waits for the response from the server for `RETRY_MILLIS`
  - sends another request to the server if the response is not received in `RETRY_MILLIS`
  - once the response is recieved, it checks that the `Pong` value is same as `Ping` value that it sent
    - if same, client notifies the calling application about successful communication

- else, wait for the correct message to be received

Server States

Client States

Design Decisions

The code was provided for this lab.

Missing Components

The code was provided for this lab.

References

1. Project 0 README

Extra (Optional)