

Design Document

3. A brief description of cases where your code might fail and possible ways of improving your program.

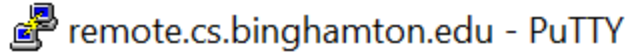
- The Code might fail if the remote server's IP is unknown.
- Timeout isn't implemented hence if there's no response from the server then it might fail.
- If the server is not on and if we try to connect the client then the program might fail cause the server needs to be always listening

```
Here
After recv  Hello! from Client
After contine
Here
After recv  Hello! from Client
After contine
Here
After recv  Hello! from Client
After contine
Here
After recv  Hello! from Client
After contine
Here
After recv  Hello! from Client
Here
```

Client and Server's Communication (Local)

```
sjain13@remote04:~$ cd CN
sjain13@remote04:~/CN$ g++ -o client UDP_Client.cpp
UDP_Client.cpp: In function 'int main()':
UDP_Client.cpp:24:16: warning: ISO C++ forbids converting a string constant to
char*' [-Wwrite-strings]
    char *hello = "Hello! from Client";
                  ^~~~~~
sjain13@remote04:~/CN$ ./client
Hello message sent.
```

```
Server :Hello! from ClientRTT: 0.000120436s  
Hello message sent.  
Server :Hello! from ClientRTT: 8.1219e-05s  
Hello message sent.  
Server :Hello! from ClientRTT: 0.000103477s  
Hello message sent.  
Server :Hello! from ClientRTT: 4.1334e-05s  
Hello message sent.  
Server :Hello! from ClientRTT: 3.2567e-05s  
Hello message sent.  
Server :Hello! from ClientRTT: 3.3194e-05s  
Hello message sent.  
Server :Hello! from ClientRTT: 3.1842e-05s  
Hello message sent.  
Server :Hello! from ClientRTT: 3.1934e-05s  
Hello message sent.  
Server :Hello! from ClientRTT: 3.2167e-05s  
Hello message sent.  
Server :Hello! from ClientRTT: 3.0844e-05s  
Hello message sent.
```

[illegible]