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CS2705

When I was first doing this, I was able to get it running really quick by tweaking the things we did in class. I wasn’t sure though, if that was what you were asking for. My client would still send a pre coded message which the server was listening for. The server then would just send the QOTD back. I really worked on redoing it so that the client didn’t have to send anything, but for some reason I wasn’t able to get it to allow outside IP addresses.

1. Try running your client on your computer and running the server on icarus.cs.weber.edu
   1. Upon doing this, I was getting an error from my client on the line that has the sock.bind(). I’m not sure exactly what the cause of this is. I originally thought it had to do something with the sock.gethostbyname() method, but when I took that out and directly inputted the icarus IP I still got the error. My client is ok, as long as I enter either “localhost” or localhost’s IP address in. Then as long as the server and client are on the same machine they work together. I’m sure I’m missing one little part that would make this work, but I wasn’t able to fully figure it out.
2. Try running your server on your computer and running the client on icarus.cs.weber.edu
   1. Again like I said before, something with my sock.bind() isn’t fully working on my client, so I wasn’t able to fully test this. While on the same localhost network it worked.
3. Try running your client without first starting the server it should connect to.
   1. When doing this, I just got my connection timeout. It tried to find a server that wasn’t there, so it gave up.