ECE650 - HW3 Report - tc233 - Ting Chen

The workflow for ringmaster

1. Check to see if input arguments are valid
2. Create sockets between all players and the master
3. Create sockets between players to their left and right
4. Initialize the ringmaster and players and wait until all are ready to play
5. Play
6. Wait until the game ends, and receive the potato at ringmaster
7. Send signal to all participants to close
8. Close all sockets

The workflow for player

1. Check to see if input arguments are valid and connectable
2. Try to see if sockets can be accessed
3. Tell the master I’m ready to play and wait for other players or the starting signal
4. Play
5. If I’m the last player holding the potato, send a signal to ringmaster that call the game
6. Clean up myself

问题

1. 如何连接两个player，是否通过唯一的fd确定--yes
2. 如何存储玩家信息，结构体链表？--array of struct
3. 如果玩家在不同的机器上，ip不一样咋办--master tell them their info
4. Bind和connect的关系。如果我已经connect上了，也能发信息通过socket，是否还需要bind？
5. 如何获得player的port number，是否还要循环检测port是否已经连接上，还是怎么检测
6. Num\_hop = 0 时的输出
7. 如果master端口号被占用如何报错
8. 超过100个player测试：listen backlog大小100

~~手写作业中seq number和ack问题~~

<https://stackoverflow.com/questions/504810/how-do-i-find-the-current-machines-full-hostname-in-c-hostname-and-domain-info>

~~目前port number有256倍的问题~~  recv 大小搞错了

I’m it 重复问题