ECE428/CS425
MP1
Connection

• Use either UDP socket or TCP socket
An Alternative
Delay using multithreading

• Delay of message m1 should not block the sending or receiving of message m2
  – Need to use multithreading

• Start a thread, randomly generate a delay period, sleep the thread, wake up call the related function
  – Start a new thread whenever sending a message
  – Or start a new thread whenever receiving a message
Message Queues

• wake up call the related function
  – deliver message

• Use a FIFO queue to store messages

• Main program reads one message from the queue at a time to process.
Questions