1. The SDChat we are using has a number of problems or issues. Some of the problems are minor syntactic issues. That is parsing would be easier of some commands were modified. Other issues are a bit more troublesome. Perhaps there are times you wish to send a message that is not allowed by a particular state, perhaps there is information that you need from the server but can not access, perhaps there is information you wish to send to the server or other client that you can not do, perhaps there are missing message, perhaps there are messages that are not needed or perhaps the server states do not act the way you think they should. What are the problems or issues that you thing the SDChat protocol has?

2. Redesign the protocol to fix the problems you list in problem one.

   How to turn in your Assignment

Turn in your assignment as a word document in the course portal.

   Grading

Have not figured this out yet.