

Summary of modifications done to avoid the *Requests Mixing*

1) Randomized port range

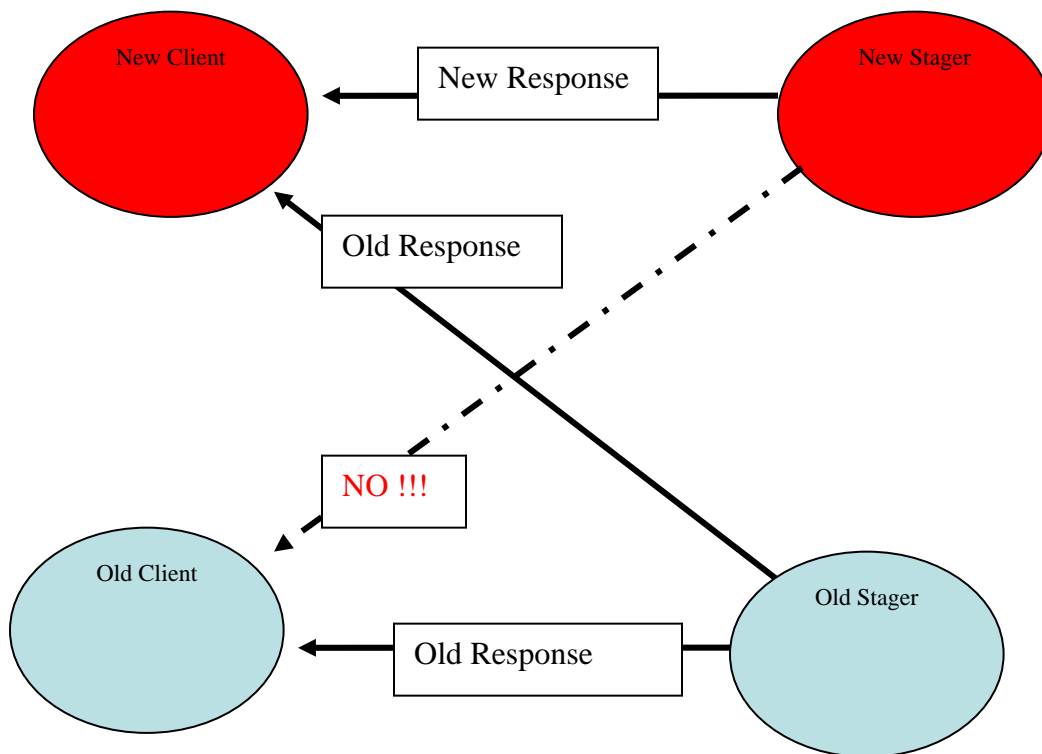
ServerSocket.cpp Chosen a random port

2) New Response:

RX.xmi => Added reqAssociated to the Response

Constant.hpp => added 15 new types one for each response and renamed the old one as Old (leaving the same number).

BaseClient.cpp (the new client should deal with new and old response, if new it check the extra field which link the response to the request otherwise no)



3) Bind

Fix by Giuseppe for the bind

4) Listen

Test Suite GetAndPutdone

5) Hot Ports

In BaseClient.cpp is not used the SO_REUSEADDR sockoption.