**Project Team**

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Problem identification: Deviation from initial design

Severity : High

Practicability :

Description of the problem : No client to client communication established. Symmetric encryption is not used.

Proposed solution :

Problem identification: Memory leak

Severity : High

Practicability : 200 bytes of data is lost in generateRandom(size\_t size) in cryptor.cpp

Description of the problem : 200 bytes of memory is allocated to data which is then copied to QByteArray and this QByteArray is returned without freeing the data array.

Proposed solution : Free the data array. It is better to pass the reference of QbyteArray where the data needs to be copied and then free the data array.

Problem identification: Uninitialized variables are used in return values

Severity : Medium

Practicability : If createUserConnection is called twice.

Description of the problem : If the partnerSocket is not NULL, an uninitialized variable is returned.

Proposed solution : Initialize the variables used in return values.

Problem identification: Uninitialized variables are used in return values

Severity : Medium

Practicability : If sendButton is called twice.

Description of the problem : If the partnerSocket is not NULL, an uninitialized variable is returned.

Proposed solution : Initialize the variables used in return values.

Problem identification: Improper way of deletion of array of byte

Severity : Medium

Practicability : Whenever benchmark function is called

Description of the problem : When benchmark function is called, the arrays of byte are improperly deleted.

Proposed solution : Use proper deletion of array.

Problem identification: Buffer is accessed out of bound

Severity : High

Practicability : Whenever testEncryption is called.

Description of the problem : Array is declared of 16 bytes, but is copied 32 bytes.

Proposed solution : Copy till the end of the array.