



# CS3205-Assignment 2

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## Activity-1

### TCP mp3 server :

First, run compile.sh to compile all the gcc files using command:

***bash compile.sh***

It takes 3 arguments: port number, root directory of mp3 song / folder which is

***./songs***

And maximum number of clients it supports simultaneously. Whenever, number of clients want to connect to server has reached its limit, it shows

“Max limit reached, please try again later” and if in meantime, some already connected client kills the connection, the last client who wants to connect should be able to join the server.

As per our requirement, for getting the artist name we have used ID3v1 Tags.

**The server displays the ip address of client and artist name and title of the requested song.**

## Activity-2

### Multithreaded HTTP server:

First, run compile.sh to compile all the gcc files using command:

***bash compile.sh***

It takes two arguments while running port to which it listen and the root directory where files are kept

***/webserver 8080 ./webroot/web1***

You can also try the path using web2 which is taken from open source.

GET requests working as required.

POST request received by the server and text is getting analyzed and is being displayed on the server console.

## Activity-3

### **Mutlithreaded Chatroom Server:**

First, run compile.sh to compile all the gcc files using command:

***bash compile.sh***

Then, run the server using the commands as written in the readme file.

The server takes in input the port number, max number of clients and timeout time. If the client is inactive for timeout time, then it gets disconnected from the server. If a client sends some message, then the timeout time for that client gets reset.

\list, \bye working as required.

Same username is not allowed.

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