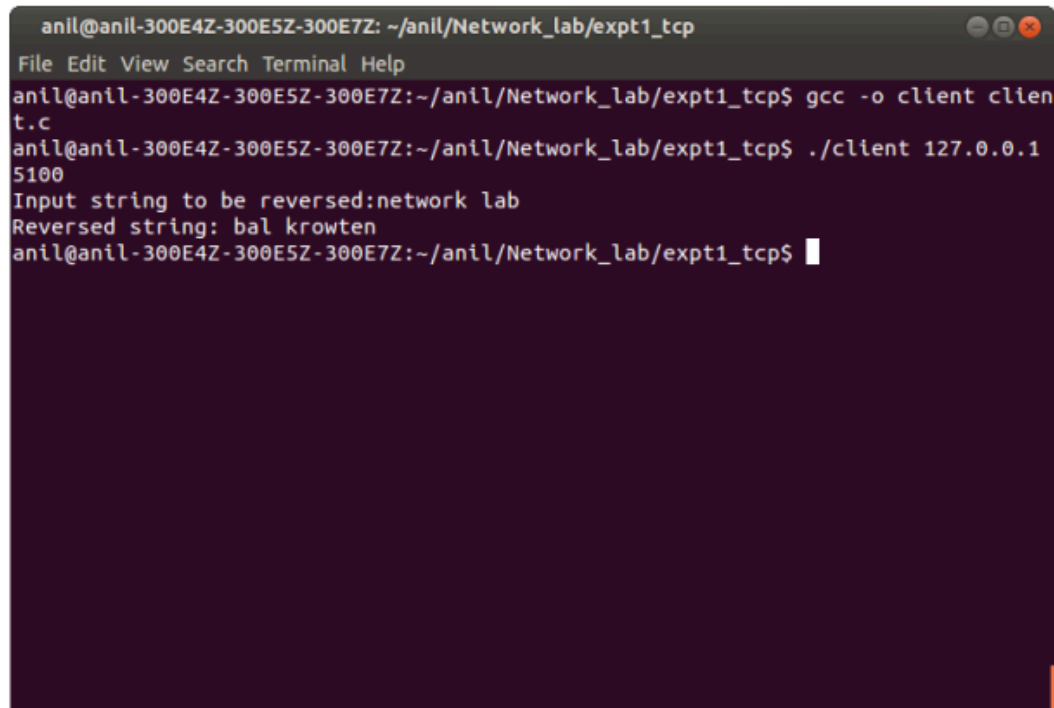


Client

```
anil@anil-300E4Z-300E5Z-300E7Z: ~/anil/Network_lab/expt1_tcp
File Edit View Search Terminal Help
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt1_tcp$ gcc -o client client.c
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt1_tcp$ ./client 127.0.0.1 5100
Input string to be reversed:network lab
Reversed string: bal krowten
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt1_tcp$
```

Experiment 8

Implementation of Client-Server communication using Socket Programming and UDP as transport layer protocol

Aim: Client sends two matrices to the server using udp protocol. The server multiplies the matrices and sends the product to the client, which then displays the product matrix.

Description:

Steps for transfer of data using UDP

1. Creation of UDP socket

The function call for creating a UDP socket is

int socket(int domain, int type, int protocol);

The domain parameter specifies a communication domain; this selects the protocol family which will be used for communication. These families are defined in <sys/socket.h>. In this program,