COMP 7005

Assignment 1

User Guide

Aditya Singh Attri

A01276335

Sept 22nd,2024

# Purpose

implement a client-server application using UNIX domain sockets,

# Obtaining

git clone <https://github.com/Aditya3650/COMP7005-Assignment1.git>  
(This is only the client and server on this repo, for correct submission directory and all the other docs, refer to the Learning Hub submission)

# Building

Only need python 3.10 or later

# Running

Need two separate linux command line windows:

1. Server command: `python3 server.py /tmp/socket`
2. Client commands:
   1. For reading: `python3 client.py /tmp/socket “READ file.txt” `
   2. For writing: `python3 client.py /tmp/socket “WRITE file.txt Hello World” `

Socket name could be anything, I have chosen /tmp/socket for the sake of simplicity. Sockets should be same for server and client. Server and client should be on the same location.

File name could be anything. File should exist before reading from it. If file already exists and the WRITE function is performed, server will rewrite the file with the new content.

# Command Line Arguments

|  |  |
| --- | --- |
|  |  |
|  |  |
| |  |  | | --- | --- | |  |  | |  |  | |  |
|  |  |

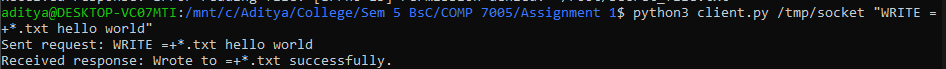
|  |
| --- |
|  |

|  |  |
| --- | --- |
| Argument | Purpose |
| socket\_path (positional) | |  | | --- | | Specifies the path for the UNIX socket. Required for both the server and the client. |  |  | | --- | |  | |
| request\_data (positional) | The command to send to the server. For example, READ <filename> to read a file or WRITE <filename> <content> to write data to a file. Used by the client. |

# Examples

To start the server:  


To run client with WRITE command:



To run client with READ command:

