**Screenshots of working Program / Protocol Document**

**Screenshot of homepage at local host and port 60010**

**A picture containing text, indoor, monitor, electronics

Description automatically generated**

**Screenshot of image transfer when link clicked**

**A screenshot of a computer

Description automatically generated with medium confidence**

**Screenshot of any Nonexistent page**

**A picture containing text, indoor, computer, electronics

Description automatically generated**

**Screenshot of homepage as well as server-side communication**

**Text

Description automatically generated**

**Protocol Document**

**In order to implement this http server we had to implement the TCP/IP protocol. We had to implement HTTP/1.1 to send and receive http request and response structures. The TCP protocol takes place in the transport layer and is connection oriented and reliable.**

Function calls used :

* Memset() – function used to initiate the server address
* Socket() – function used to create the socket
* Bind() – function used to exception handle and throw error if bind() function returned less than zero
* Listen() – function that listens to the server socket to ensure no errors
* Accept() – function that accepts a new client socket
* Read() – function that reads the buffer array from the client socket
* Write() – function used to write to the client socket
* Close() – Function closes the server socker