CGI?

* לראות תרגול 6
* לשמוע הקלטות של אביטל
* לנסות לקמפל את השרת הבסיסי על ה-VM ולשחק איתו
  + לנסות להריץ טלנט

**משימות-**

* יבש
  + לחלק בינינו
* רטוב
  + ~~להרים גיט~~
  + להתחיל לעבוד על חלק 3 – **אלון**
  + לבדוק קימפול וטסטים – **אביטל**
    - חלק 1+2
  + להיעזר בסרטונים
* חומר מיובל ושליט

We also provide you with a sample Makefile that creates server, client, and output.cgi. You can type "make" to create all of these programs. You can type "make clean" to remove the object files and the executables. You can type "make server" to create just the server program, etc. If you create new files, you will need to add them to the Makefile. **You are allowed to program only in C, and can include only the headers included in segel.h.**

The best way to learn about the code is to compile it and run it. Run the server we gave you with your preferred web browser, run this server with the client code we gave you. You can even have the client code we gave you contact any other server. Make small changes to the server code (e.g., have it print out more debugging information) to see if you understand how it works.

We have provided a few comments, marked with "HW3", to point you to where we expect you will make changes for this project. We recommend first making the server multi-threaded, then add in the different overload handling algorithms, beginning with the easiest (drop tail), and keep the usage statistics for last.