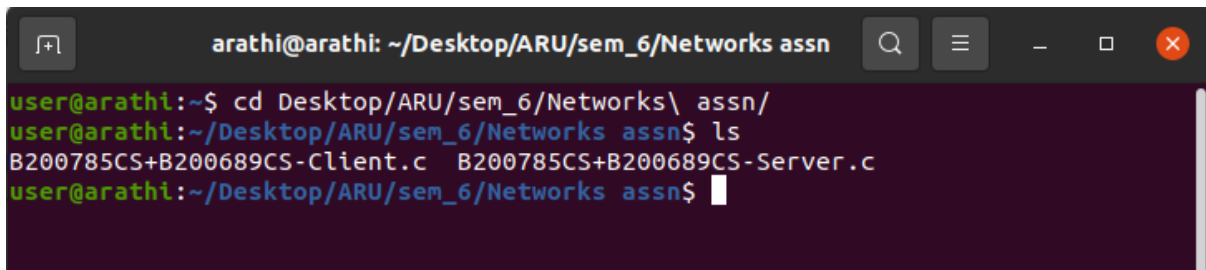# USER MANUAL

1)
Open the terminal to run the server code(B200785CS+B200689CS-Server.c)
Move to the directory where the code is stored.

Compile the code using the command:
                    gcc B200785CS+B200689CS-Server.c -o receiver -lpthread
Run the code now using:
                    ./receiver

2)
Open another terminal simultaneously to run the client
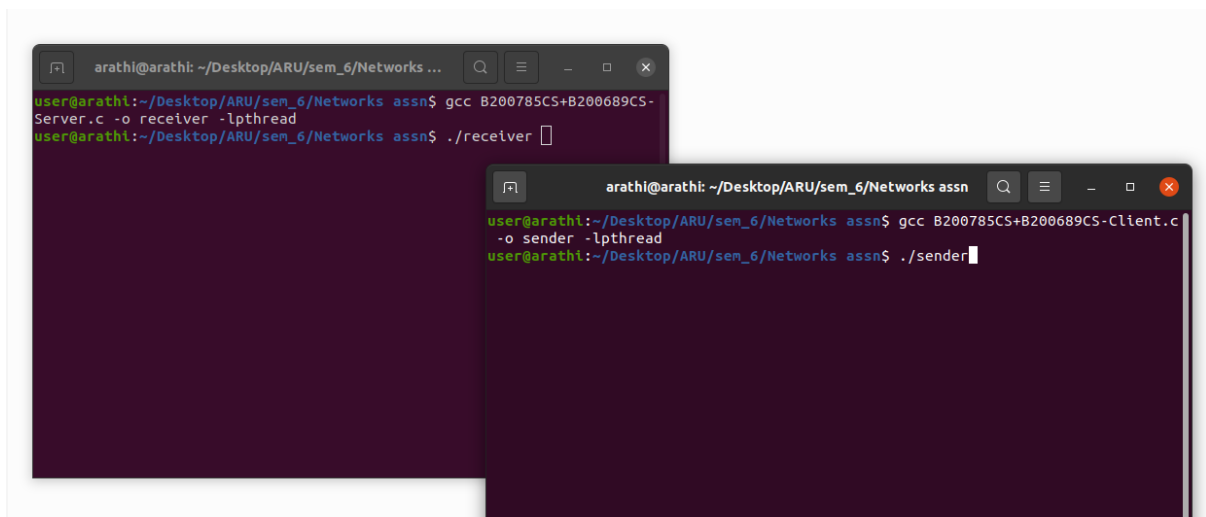code(B200785CS+B200689CS-Client.c)
Move to the directory where the code is stored.
Compile the code using the command:
                    gcc B200785CS+B200689CS-Client.c -o sender -lpthread
Run the code now using:
                    ./sender

3)
When you run the server code, followed by the client code, we get the output as shown in
the following snapshot.

The client while sending the packets to the server prints the details of the packet such as its type and sequence number.

On the server side, when a packet of type 1 or 2 is processed, it prints its details like the type, sequence number and payload.
Also, every 300ms it prints the total number of packets of type1 and type2 received seperately.

(A screenshot from client side during runtime)

(A screenshot from server side during runtime)

4) Press ctrl+C to stop the client code and do the same to stop the server code