

HACETTEPE UNIVERSITY
DEPARTMENT OF COMPUTER ENGINEERING



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LECTURE: SOFTWARE LABORATORY I (BBM 203)

1) **Problem:** Basic Client-Server Simulation

2) **Aim:**

Write a simple Client-Server program using Stack and Queue structure. That's what's called Client and Server. If we were to adapt the sunshine simply:

We can resemble the Internet-network infrastructures used. If you have 1 server (SERVER) and more than 1 side server (CLIENT) in the internet infrastructure, the program is moving with this logic. That is to say, to act on the servers within certain commands, our purpose in this program.

3) **Answer:**

In fact, if we were to sort out what to do:

- ✓ In the first given file, we are actually told how many Clients will be found in the first line (on the system). We know that the last line belongs to Server. In the first step, a Client-Server structure is created using these two pieces of information.
- ✓ In the second stage, a stack and a queue structure are created, each acting as a client and server.
- ✓ Thus, there is no other action left in the first file.
- ✓ From the second given file we have to do what we need to do (there are 4 operations) and where to add it and what to add.
- ✓ If any error message is encountered during each operation, this is printed in the third output file, ie the output file.
- ✓ This completes the program.

4) **So how did I solve it or how could I solve it:**

- The first thing to do is to read the file but I realized that I need to read line by line because every line that needs to be done carries the knowledge of a client or server and I treated it accordingly.
- Unfortunately, I could not create the stack and queue structure for each server, and the program was left as it was.
- What I printed on the screen was the values found on the input.

Note: I know I can not do homework, but at least I want to send as much as I can.