



Network Programming HW 1

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| CLOs [iii] points | deadline 25/March/2023 midnight | 5 |
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For all students, simple Socket programming homework. Work individually, no groups.

Follow the example of socket programming in chapter 2 (java edition ppt), for implementing a client-server simple program. **Use the code for TCP and UDP.**

Your program must implement a simple request-response example:

- 1) The **client** reads the line (request) from standard input, then sends it to the **server**.
- 2) **Server** reads the line from the socket and prints the incoming message from the client.
- 3) The **server** sends (response) back.

The response is taken from a file stored in the server side. Think of it as DataBase table.

For example: the **client** sends "B001", the server sends "Seat, Ibiza, 2009, Orange". In case there is no match request, send "**Vehicle is not found**".

Sample database is shown in the table below.

- 4) The **client** reads and prints the result from the socket.
- 5) The **client** can make more requests, before closing the app.

Submit a compressed folder that contains, the java code for client and server.

****** You must Submit a Word or PDF document briefly explaining the steps of the code with screenshots of the output in different machines. Show the name of device and IP configuration for the network card. You must run the program on different devices.**

| Vehicle plate ID | Make | Model | Year | Colour |
|------------------|---------|-------|------|--------|
| B001 | Seat | Ibiza | 2009 | Orange |
| B002 | Hyundai | Kona | 2019 | White |
| A001 | VW | Polo | 2005 | black |
| C002 | Audi | A6 | 2020 | silver |
| C003 | BMW | X7 | 2022 | brown |