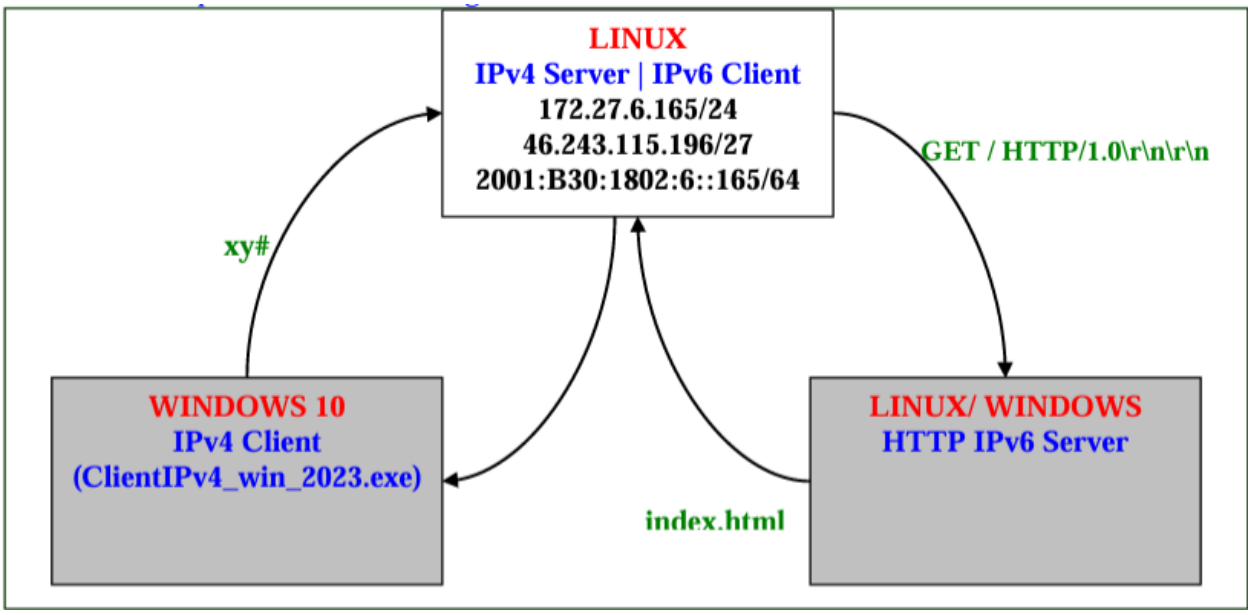
# Client-Server Application

We'll create a client/server program, using C language under Linux which implements the following tasks:




Following the figure, we will have :

- Stream socket-based communication in IPv4 with the program ClientIPv4_win_2023.exe. Linux server will wait for the client requests

- Processing of the command "xy#" (xy=01, 02, ...20) obtained from the program ClientIPv4_win_2023.exe. The IPv6 client should connect to URL (Uniform Resource Locator) of the HTTP IPv6 server, selected

- In case the received command is not recognized by the Linux server, a message "Command not implemented" will be sent back to the Windows-based IPv4 client. After the IPv6 stream socket connection has been established, the Linux-based IPv6 client will send the command GET / HTTP/1.0\r\n\r\n to program HTTP IPv6 Server.

Observations: HTTP IPv6 Server waits commands from IPv6 client related to a web page. The results obtained are sent back without any additional processing and after that it closes the connection.

- Processing the answer from HTTP IPv6 Server (generic name, could be in reality an apache server for instance), forwarding it towards the program ClientIPv4_win_2023.exe but also storing it as .html file into the home directory.