

CMSC 621 Fall 2018
Project 1
Basic Socket Programming
Due 10 / 02 / 2018

In this project, you will write a simple client-server program. The purpose is not to write a complex server. Rather, it is to introduce those who may not have done socket/network programming to the key programming concepts associated with this, since these will be needed for your main project. The TA will hold one of his hours as a help session/tutorial on socket programming. The specifications are as follows.

The client should accept a string (eg. “ADVANCE”) from the user on the command line, send it to the server and display the response on screen.

The server should accept the users message, and send the string (eg. “ECNAVDA”) in reverse back to the client. The server should be multithreaded, creating a new thread to handle each request it gets.

Note :- Any programming language can be used on your ease