**Project 1 Socket Programming**

**Requirements:**

In this project, Student will learn the important skill of distributed programming using socket programming. Socket programming is very cool and the basis of the vast majority of Internet programming.

Student will write a TCP or UDP client and a TCP or UDP server. Implement a client that retrieves temperature, humidity and light data from a remote server. The client should connect to the server, stay connected, and retrieve a number of readings. The client can request readings from the server as many times as you want.

The server is responsible for accepting client connections and sending out the right data according to the commands sent by clients.

Data returned by the server are like:

TEMPERATURE = 60 HUMIDITY = 0 LIGHT = 1

The background to this programming idea is that a client can interacts with a sensor and gets real-time sensor readings, such as temperature, humidity, and light. Here the “sensor” is the server software.

项目1套接字编程

要求:

在这个项目中，学生将学习使用socket编程进行分布式编程的重要技巧。socket编程非常酷，是绝大多数互联网编程的基础。

学生将编写一个TCP或UDP客户端和一个TCP或UDP服务器。实现从远程服务器检索温度、湿度和光数据的客户机。客户机应该连接到服务器，保持连接，并检索一些读数。客户机可以像您希望的那样多次从服务器请求读数。

服务器负责接受客户端连接，并根据客户发送的命令发送正确的数据。

服务器返回的数据如下：

温度= 60 湿度= 0 光= 1

这种编程思想的背景是，客户端可以与传感器交互，并获得实时传感器读数，如温度、湿度和光。这里的“传感器”是服务器软件。