# COMP 7005 Assignment 1 User Guide

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## Purpose

 A simple program to demonstrate how client-server applications work over UNIX domain sockets.

# Installing

### Obtaining

```
git clone
https://github.com/GursidhSandhu/Comp-7005-Assign-1.git
```

#### **Building**

```
cd source/src/
g++ server.cpp -o server
g++ client.cpp -o client
```

#### Running

1st run server and choose any appropriate socket path

```
./server /tmp/dns
```

Then in another terminal run client with the same socket path and choose 1/3 available text files (from the source/include directory).

```
./client /tmp/dns messi.txt
```

#### **Environment Variables**

The following environment variables alter the behaviour of main:

Variable	Purpose
exit_flag	To end the program once user clicks CTRL-C

#### Configuration

The following configuration values can be set in server.cpp and client.cpp:

	_
Variable	Purpose

#### **Command Line Arguments**

The following configuration values can be set in the command line:

Variable	Purpose
socketPath	The location on which the socket will bind and communication will take place
fileName	The fileName the server is to find contents of

## **Examples**

```
pursidhsandhu@Gursidhs-MacBook-Pro Desktop % git clone https://github.com/GursidhSandhu/Comp-7005-Assign-1.git
(Cloning into 'Comp-7005-Assign-1'...
remete: Enumerating objects: 100% (27/27), done.
remete: Counting objects: 100% (27/27), done.
Receiving objects: 100% (27/27), 4.69 MiB | 5.61 MiB/s, done.
Receiving objects: 100% (27/27), 4.69 MiB | 5.61 MiB/s, done.
Receiving objects: 100% (27/27), 4.69 MiB | 5.61 MiB/s, done.
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Receiving objects: 100% (27/27), 4.69 MiB | 5.61 MiB/s, done.
Receiving objects: 100% (27/27), done.
remote: Compression objects: 100% (27/27)
reportsion objects:
```

