Assignment 5 - Socket

Use socket to write a client/server application. Once the client is connected to the server, it can get data from the server periodically.

- The server and client programs can be run on different machines.
- The server program is started first, waiting for client to connect.
- When the server program is terminated with CTRL-C, the client program is also terminated.
- When the client program is terminated with CTRL-C, the server program will wait for the next connection from client.
- The server program randomly generates a number 0, 1, or 2 periodically using alarm signals: each time alarm is triggered, this number is refreshed. This number is then transmitted to the client periodically.
- The client program keeps receiving data 0, 1, or 2 from the server and displays different shapes on the screen according to the received number.

Sample run:

server program - executed on CS server (alpha)

```
● ● Desktop — ssh xjchen@cs.uwindsor.ca

[xjchen@alpha:~/socket$ hostname -I
137.207.82.51 10.1.0.1

[xjchen@alpha:~/socket$ ls
netserver netserver.c

[xjchen@alpha:~/socket$ netserver

Waiting for connection ...

Waiting for connection ...

Waiting for connection ...

Waiting for connection ...

Xaiting for connection ...

Yaiting for connection ...

Yaiting for connection ...

Yaiting for connection ...

Yaiting for connection ...
```

client program - executed on a local machine with wifi connection: cs.uwindsor.ca

