RESULT:

Statement: this test was both completed on the VSC compiler of MAC and Linux system, which includes four cases.

This test is started by entering the server terminal: ./new_server 1234. And Client terminal: new client 127.0.0.1 1234

1.Connecting one client to server at a time: and the text is terminated by a new linE It shows the connection is established, then the client sends a message, and the message is echoed back by the server.

```
kavysan@Kavysan-MacBook-Pro MP % ./new_server 1234

Server : Listening in progress

Server : Connection accepted

Server : Connection from port number 61601 and IP 127.0.0.1
child process ID is = 18842
echoed msg from server : hi this is client 1

client disconnected

[]

kavysan@Kavysan-MacBook-Pro MP % ./new_client 127.0.0.1 in this is client 1

ii this is client 1

ii this is client 1

client disconnected
```

2. Sending two messages from a client

The client sends 2 messages to the server, and the server receives it.

```
kavysan@Kavysan-MacBook-Pro MP % ./new_server 1234

Server : listening in progress
Server : connection accepted
Server : connection from port number 61486 and IP 127.0.0.1

child process ID is = 18715
echoed msg from server : thi
echoed msg from server : this is client 1

[]

kavysan@Kavysan-MacBook-Pro MP % ./new_client 127.0.0.1 1234

hi
this is client 1
this is client 1

this is client 1

this is client 1
```

3.Line with no text

The client sends a message with only EOF(ctrl D), the client gets disconnected.

4. three clients connected at the same time.

We open 3 terminals to connect 3 separate clients simultaneously to a server and messages sent from all three clients are echoed by the server successfully.

Linux Version

Also, the test cases were tested on Linux, where you only need to use the command line: /make/ (/ is not the input) to start the work. The following is the screenshot on Linux.

