## UDP SERVER/CLIENT

## // PROTOCOL

The gist of the protocol:

**Client (uclient):** The important data (the service and it's parameter) are passed in using *argv* in main. The format is:

## uclient [address] [port] [service] [service parameters]

Where service is a flag determining which service you want to use (e.g. —DNS for a DNS request) and service parameters is the the input for the service (e.g. —DNS "www.google.com" does a DNS lookup on Google).

The client stuffs the parameters into a simple struct with a *int* (named cmd) that stores a number representing the service call (0 = ECHO, 1 = DNS, 3 = TIME) and a string that contains the service parameter. The struct instance is then sent over the socket to the server.

**Server (userver):** The server is very simple. Once the server gets the struct from the packet, it uses cmd to determine the right command and then processes the request. It sends a string back to the client with the result.

## // SCREENSHOTS

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-
Kelvins-MacBook-Pro:build kelvinrodriguez$ ./userver 9009
                                                                                            Initializing server...
Server has started...
[Kelvins-MacBook-Pro:build kelvinrodriguez$ ./uclient localhost 9009 --ECHO "]
Dr. Otte is really cool and handsome"
Server message: Dr. Otte is really cool and handsome
                                                                                            server received 138 bytes
                                                                                            Server received 138 oyees
Cmd: DNS Args: www.polygon.com
Sending to client: www.polygon.com resolved to 54.208.103.21
Kelvins-MacBook-Pro:build kelvinrodriguez$ ./uclient localhost 9009 --DNS "w
ww.polygon.com"
Server message: www.polygon.com resolved to 54.208.103.21
Kelvins-MacBook-Pro:build kelvinrodriguez$
Kelvins-MacBook-Pro:build kelvinrodriguez$ ./uclient localhost 9009 --TIME
                                                                                            Received datagram from localhost (127.0.0.1)
                                                                                           server received 138 bytes
Cmd: TIME Args:
Kelvins-MacBook-Pro:build kelvinrodriguez$
                                                                                            Sending to client: The time is 18:44
                                                                                                      Received datagram from localhost (127.0.0.1)
                                                                                                     server received 138 bytes
Cmd: ECHO Args: Dr. Otte is really cool and handsome
[Kelvins-MacBook-Pro:build kelvinrodriguez$ ./uclient localhost 9009 --ECHO "
                                                                                                      Sending to client: Dr. Otte is really cool and handsome
Server message: Dr. Otte is really cool and handsome
Kelvins-MacBook-Pro:build kelvinrodriguez$
```