

Documentation

User Guide

1. Compiling the code

- Once both the client and the server have been downloaded, compile the code by typing `make client` and `make server` for the client and server programs respectively.

2. Running the compiled code

- Now that the code is compiled, run the server first by typing `./server` in the server folder
- After starting the server, `cd` into the client directory and type `./client`

3. Navigating the menu

- On the client machine, press whatever number option you would like to run – the server will fetch the information and send it to be displayed on the client machine.
- To re-display the menu, type 0

4. Exiting the program

- Exit the program gracefully by choosing option number 5.

What works & what doesn't

I managed to get all of the main features implemented:

- The concatenated student ID and name with the prefixing IP address.
- The time being retrieved from the server
- Sending the `utsname` struct to the client
- Displaying all of the files in the servers working directory

I also included the 'trap' feature where the server captures `SIGINT` and on receipt of this signal, the server execution time is displayed, before the program is gracefully closed.

I did not opt to implement the file copy enhancement due to my failure to allocate enough time to it because of a combination of long work hours in the run up to Christmas and badly timed (but out of my control) hospital appointments that I could not re-arrange.