CS 8803-002: Introduction to OS Project repository

Course:

Project1: Designed and implemented a multi-threaded web server that serves static files based on a GetFile protocol. Alongside the server, I had to create a multi-threaded client that acts as a load generator for the server.

As a warm-up exercise to get familiarize with C's standard socket API, I have created a simple client and server program to communicate via sockets. For the simplicity, it is assumed that neither the message to the server nor the response will be longer than 15 bytes, thus I have allocated a static memory (e.g. 'char buffer[16];') and pass this memory address into send or receive.

Language: C