James Heenan

Chris Stojanovski

User Manual

Socket Program to test for Palindrome

//Install and Running Instructions

1. Download both PalindromeClient.java and PalindromeServer.java

2. Ensure that you have the latest java sdk on your machine

3. Open up 2 different cmd's

4. Change directory to where you saved the files

5. Compile the PalindromeServer.java on own cmd and compile PalindromeClient.java on its own cmd

6. Run PalindromeServer.java first to allow incoming connections

7. Run PalindromeClient.java to connect to the server and send string to server

8. For client to exit and terminate just enter a NULL string by pressing enter

//

Examples:

If on localhost: Server requests connection from a client

You run the PalindromeClient.java to connect

Server should give connection assurance

Client should then add a string that they want to be processed

Server recieves the string and determines whether or not it is a Palindrome

Output is on server side for decision.

Client then recieves whether or not the string is a palindrome

Whether true or false the client can enter another string

For client to end the connection press the enter key to enter a NULL string

//Results:

Localhost: