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C++ News Server and Client Implementation

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Abstract

This report details an implementation of a news server with a fixed communication protocol, as well as a client using this protocol in order to retrieve or create news on the server. The articles and groupings of articles called "news groups" are stored in two different versions of a database – one stores the information on the primary memory, while another stores them on the hard drive. The client is a terminal application.

Keywords: C++, C, News Server, Database, Remote Connections

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2.1 Optimization - Sampling Scheme

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