

Step 1: Download the file and unzip the zip file

```
unzip B200746CS+B200862CS-Assignment.zip

cd B200746CS+B200862CS-Assignment.zip

ls
```

Step 2: Compile both server and client program

```
vboxuser@Ubuntu: ~/Desktop 82x29
vboxuser@Ubuntu: ~/Desktop$ gcc B200746CS+B200862CS-Server.c -o s
vboxuser@Ubuntu: ~/Desktop$
```

```
vboxuser@Ubuntu:~/Desktop

vboxuser@Ubuntu:~/Desktop$ gcc B200746CS+B200862CS-Client.c -o c
vboxuser@Ubuntu:~/Desktop$
```

```
gcc B200746CS+B200862CS-Server.c -o s
gcc B200746CS+B200862CS-Client.c -o c
```

-o flag is to set output file name

add -pthread flag if u r running in wsl (windows subsystem for Linux) ,else it will compile even without this flag

1

step 3: running the server and client

Now there will two executable file s and c, run server (s) and then client (c) in two different terminal

```
./c

./c

** vboxuser@Ubuntu: ~/Desktop 72x46

** vboxuser@Ubuntu: ~/Desktop 71x

** vboxuser@Ubuntu: ~/Desktop 71x

** vboxuser@Ubuntu: ~/Desktop 71x

** vboxuser@Ubuntu: ~/Desktop 71x
```

make sure to run server before client and if ur getting any bind error try changing the port number

step 4 : U will see the output of both files in the terminal , if u want to stop press Cntrl+C

in the server terminal, both terminal will stop



* to better see the changes u can change the sleep second to a larger number to appreciate the packet transfer and packet status slowly and steadily , rather than flooding both console

```
PACKET- 2

Packet1 count: 293
Packet2 count: 200

PACKET- 1

PACKET- 2

PACKET- 1

PACKET- 1

PACKET- 1

PACKET- 2

PACKET- 1

PACKET- 1

PACKET- 2

[+]Packet 1 received

Type: 1

AC

Vboxuser@Ubuntu:~/Desktop$ 

PACKET- 2

[-] Error in sending
: Connection refused
vboxuser@Ubuntu:~/Desktop$ 

Vboxuser@Ubuntu:~/Desktop$
```

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The End