

Department of Computer Science and Engineering, SVNIT Surat
Distributed Computing (CO601)
Assignment 4

Implement given extensions to the Client Server Programming.

1. Extend your echo Client Server message passing application to chat application.
 - Client and Server able to send the message to each other until one of them quit or terminate.
2. Using Client-Server communication mechanism get the load status of other nodes in your network (identify the states of other nodes in the system – Overload, Moderate, Lightly).
 - Implement Client-Server model. Run the client and server instance on same machine and pass the message from client to server or server to client
 - Get the CPU load of client or server and state that either it is under loaded or overloaded.

The client server communication mechanism has the limitation that it only handles one connection at a time and then terminates. A real-world server should run indefinitely and should have the capability of handling a number of simultaneous connections, each in its own process.

(Hint: Use your Assignment 2 and 3 implementation for these extensions)