**CSC 2770  
Programming Challenge 2  
Basic Web Server**

# Challenge

Copy the supplied HTTP\_Client.c and HTTP\_Server.c to your virtual machine. Create a make file (see Programming Challenge 1) to build and run the project.

Extend the HTTP\_Server by adding code to the connection\_handler() function that breaks down the HTTP request from the client into **method**, **url**, and **protocol** variables. Write a concatenated response that includes the **hello**, **method**, **url,** and **protocol** variables.

The output should look something like:

HTTP/1.1 200 OK  
Content-Type: text/html  
Content-Length: 12  
Method: %s  
URL: %s  
Protocol: %s  
  
Hello, world!

End the output with two new lines (“\n\n”). Your **buffer** variable, what you read from the client, should be 1024 characters long. Your **method** variable should be 16 characters long. Your **url** variable should be 1024 characters long, and your **protocol** variable should be 16 characters long. Use the sscanf() function to extract information pieces from the **buffer** variable.

# Evaluation

Create a GitHub repo for your programming challenge project. You must add tbrummett139 and micahjones70 as collaborators. Submit the URL for the repo to the iLearn dropbox for Programming Challenge 2 for evaluation.