List of academic projects based on Client-Server architecture using Socket Programming

1. Chat Application: Develop a chat application where multiple clients can connect to a server and communicate with each other using sockets.

2. File Transfer System: Design a file transfer system using sockets where clients can upload and download files to/from a server.

3. Remote Desktop Control: Build a remote desktop control system using sockets where a client can remotely control a server's desktop.

4. Online Gaming System: Develop an online gaming system using sockets where multiple players can connect to a server and play games together.

5. Distributed Computing System: Design a distributed computing system using sockets where a server can distribute tasks to multiple clients and receive results from them.

6. VoIP System: Create a VoIP (Voice over IP) system using sockets where clients can make audio calls to each other through a server.

7. Email System: Develop an email system using sockets where clients can send and receive emails through a server.

8. Remote Database Access: Build a system using sockets where clients can remotely access a database hosted on a server.

9. Remote Printing System: Design a system using sockets where a client can print documents on a remote printer connected to a server.

10. Online Auction System: Create an online auction system using sockets where clients can bid on items through a server

11. Online Quiz Application: Design an online quiz application where multiple clients can connect to a server and take a quiz. The server will keep track of their scores and display the final results.

12. Distributed File System: Develop a distributed file system using sockets where clients can store and retrieve files from multiple servers.

13. Real-time Video Streaming: Build a real-time video streaming system using sockets where clients can stream live video from a server.

14. Multiplayer Game Server: Create a multiplayer game server using sockets where clients can connect and play games together.

15. Distributed File Backup System: Design a distributed file backup system using sockets where clients can backup their files to multiple servers for redundancy.

16. Remote Desktop Support: Develop a remote desktop support system using sockets where a support agent can remotely access a client's desktop and provide assistance.

17. Instant Messaging System: Build an instant messaging system using sockets where clients can send and receive messages in real-time through a server.

18. Remote Administration System: Create a remote administration system using sockets where administrators can remotely manage and monitor multiple servers.

19. Cloud Storage System: Design a cloud storage system using sockets where clients can store and access their files on a remote server.

20. Distributed Task Management System: Develop a distributed task management system using sockets where a server can distribute tasks to multiple clients and track their progress.

21. Collaborative Whiteboard: Design a collaborative whiteboard system using sockets where multiple clients can connect to a server and work together on a shared whiteboard.

22. Online Shopping System: Build an online shopping system using sockets where clients can browse and purchase items from a server.

23. Distributed Sensor Network: Develop a distributed sensor network using sockets where multiple clients can connect to a server and share sensor data in real-time.

24. Remote Control System: Create a remote control system using sockets where a client can remotely control a device connected to a server.

25. Web Server: Design a web server using sockets that can handle HTTP requests and serve web pages to clients.

26. Remote Audio Recording System: Build a remote audio recording system using sockets where a client can remotely record audio from a server.

27. Online Banking System: Develop an online banking system using sockets where clients can perform banking operations through a server.

28. Distributed Data Processing System: Design a distributed data processing system using sockets where a server can distribute data processing tasks to multiple clients and receive results from them.

29. Remote Backup System: Create a remote backup system using sockets where a client can backup its files to a remote server for redundancy.

30. Instant File Sharing System: Build an instant file sharing system using sockets where clients can share files in real-time through a server.