

Computer Networks

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Lab 3: A simple TCP client-server application

Finish by: Feb 10/13

In this lab, you will gain familiarity with socket programming by modifying the a simple client-server code provided in the textbook. *This lab is to be done individually.*

1 Running the sample code

Save the client-server codes of Peterson and Davie, Section 1.4.2 as `client.c` and `server.c` (saving in separate folders will be helpful down the line. You can get the code from the course website as well.) Compile and test the client-server code. For compiling, you can invoke:

```
gcc srcfilename -o execfilename
```

Use the client-server program to chat with your neighbor! We will announce the address of a test server that we'll be running in the lab. Send from the client your name to the test server.

2 Make the client connect to a specified address

Modify the server code so that it binds to a specified address instead of `INADDR_ANY`. Test the code using your neighbor's IP address. You can find IP address by issuing `ifconfig -a`.

3 Requesting and receiving files

Modify the code to support the following *sequence* of instructions:

1. Client establishes connection
2. The server sends "Hello"
3. The client receives "Hello"
4. The client may send any number of file requests. The client makes the requests by sending a filename, one at a time.
5. If the server has the file, it sends "OK" followed by the file. Otherwise, it sends "File not found" message.
6. The client terminates the session by sending "Bye"

The client and server should keep displaying on the terminal all the messages (sent and received) and requests.

Submission Explain and demo your code to one of the TAs.

Evaluation

- ☐ Client can connect to a server running at specified IP and port. TA: _____
- ☐ Can send and receive strings. TA: _____
- ☐ Client follows the specifications and can receive files. TA: _____
- ☐ Server follows the specifications and can send files. TA: _____