Network Programming Laboratory (UCS413)
Assignment:5

Objective: Implement Chat application between server and client using UDP socket programming in a connection-less scenario. In Chat application server and client application can chat with each other through text messages. The chat ends when server or client application sends "*exit*" message.

Steps:
Server Side:
- Include appropriate header files.
- Create a UDP Socket.
- Create an address by using server's IP address and server port with sockaddr_in().
- Bind the address and port using bind() system call.
- Receive a message from the Client using recvfrom() system call.
- Send the received message back(echo) to the client using sendto() system call.
- Close the socket using close() system call

Client Side:
- Include appropriate header files
- Create a UDP Socket.
- Create an address by using server's IP address and server port with sockaddr_in().
- Send and receive messages using sendto() and recvfrom() system call respectively.
- Close the socket using close() system call