You can run the program with -t flag to determine the timeout in dgram connection!

TCP:

-i flag:

server:

- ./mync -e "ttt 123456789" -i TCPS4050
- nc 127.0.0.1 4050

Client:

- nc -l 4050
- ./mync -e "ttt 123456789" -i TCPClocalhost,4050 or
- ./mync -e "ttt 123456789" -i TCP127.0.0.1,4050

-o flag:

server:

- ./mync -e "ttt 123456789" -o TCPS4050
- nc 127.0.0.1 4050

Client:

- nc -l 4050
- ./mync -e "ttt 123456789" -o TCPClocalhost,4050 or
- ./mync -e "ttt 123456789" -o TCP127.0.0.1,4050

-b flag:

server:

- ./mync -e "ttt 123456789" -b TCPS4050
- nc 127.0.0.1 4050

Client:

- nc -l 4050
- ./mync -e "ttt 123456789" -b TCPClocalhost,4050 or
- ./mync -e "ttt 123456789" -b TCP127.0.0.1,4050

UDP:

-i flag:

server:

- ./mync -e "ttt 123456789" -i UDPS4050
- nc -u 127.0.0.1 4050

-o flag:

Client:

- nc -u -l 4050
- ./mync -e "ttt 123456789" -o UDPClocalhost,4050 or
- ./mync -e "ttt 123456789" -o TCP127.0.0.1,4050

-i flag server:
- ./mync -e "ttt 123456789" -i UDSSDuds.sock
- nc -u -U uds.sock

-o flag client:
- socat UNIX-RECVFROM:path.sock,fork -
- ./mync -e "ttt 123456789" -o UDSCDpath.sock

UDSS:

-i flag server:
- ./mync -e "ttt 123456789" -i UDSSSpath.sock
- socat - UNIX-CONNECT:path.sock

-i flag client:
- nc -l -U path.sock
- ./mync -e "ttt 123456789" -i UDSCSpath.sock

-o flag server:
- ./mync -e "ttt 123456789" -o UDSSSpath.sock
- nc -U path.sock

-o flag client:
- nc -l -U path.sock
- ./mync -e "ttt 123456789" -o UDSCSpath.sock

-b flag server:
- ./mync -e "ttt 123456789" -b UDSSSpath.sock
- nc -U path.sock

-b flag client:
- nc -l -U path.sock
- ./mync -e "ttt 123456789" -b UDSCSpath.sock

CHAT:
- ./mync TCPS4050
- ./mync TCPC4050