1. WAP to implement a string reversal client-server user-level application using TCP socket API in C. You need to setup client-server connection, once connection setups, server accepts strings from clients and replies with reverse strings. For example, when client sends "TIETP", Server replies with "PTEIT". Both server and client have to output both sending & receiving strings on the terminal. The server and client processes should be run on different machines.

2. Design the same string reversal client-server application as mentioned above except that here you will be using UDP socket API for implementing the client-server application.

Steps:

- Make setup client-server connection (for TCP socket only)

- When connection will setup, client will send user input string to server by send system call.

- At server side, server will wait for string sent by client.

- Server reads the string by read system call.

- Finally, server reverse the string and send back to client.