

## Proxy

For my proxy, I started with defines, structs, integers, headers to lay the groundwork for around the first 50 lines. Then moved onto to main function, where the argv, the port defined by the client, was implemented. The function would then check command line args, where it would check client port (connfd), and sever port if connection failed (listenfd). Data would also be read from the server and stored in a cache. The server would obtain request from client and parse it in buf. Further down there's a function to connect to proxy server, send request to server, read data from server and store in cache buf. Also included is a function to parse URI from get request and error prompt if client side input doesn't match expected input.

## Bonus

While browsing Firefox, Google and Bing worked, the wiki link was not accessible for using the proxy however. Some sites also didn't work likely due to being blocked to protect site security.