

# Brief Explanation

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1)The serverside code is written in server.c and the clientside code is written in client.c. 2)First compile the server code and run it.

```
gcc server.c -o server // This will compile the code
./server // Execute it
```

## 3. Compile the client side code

```
gcc client.c -o client
```

## 4. Give the files to be downloaded as command line arguments.

```
./client <file1> <file2> <file3> ...
```

5. To terminate the server or client either close the terminal session or press CTRL + C.
6. I have included subtle error message. If the file already exists in client folder we will overwrite the file . If the file doesn't have write permissions we will skip and go to other file.
7. After the transcation is completed the prompt may take a little time to appear(1-2 seconds).