

# Design

## Client:

1. Create a socket
2. Add addresses of the client
3. Bind the socket with the address
4. Create a shell type environment which takes commands
5. In case of nslookup send the corresponding command bit which is 1 to the server
6. And then the variables in case of nslookup the host name
7. Receive the message and display
8. If the command is exit then exit the shell

## Server:

1. Create a socket
2. Add address of the server
3. Bind the socket with the addresses
4. Receive the command bit from the client
5. According to the received command bit execute the command
6. In case of 1 (nslookup) get the host name and scan the DNS file for the host name
7. if there is a match then send back the IP address of the respective host
8. else send an error saying the dns lookup failed