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Individual Report

**System Programming**

**USER GUIDE**

User guide

**Steps to run the client and server programs**

1. Open the command line in the server directory and run “make”.
2. Open the command line in the client directory and run “make”.
3. In the terminal with the server directory opened, run the server program with the “. **/**server**”** commandandafter that move to the terminal with the client directory opened and run “. /client” command.
4. In the client terminal a menu will be displayed with all the options that a user can enter in order to send a request to the server.

**Functionalities outline**

All the options presented in the menu are functional. Those functionalities include requesting the student details and the server IP address, listing the files in the server upload folder, request 5 random numbers from the server, display the “uname” information of the server and copy files from the upload folder of the server to the client’s folder. Furthermore, the server and the client programs can handle requests which cannot be processed such as copying non-existing files from the server to the client or dealing with invalid options entered by the user while interacting with the program in the client machine (in-out context the terminal). However, there is one functionality that is not fully working which is catching the SIGINT and enable the program to respond to it accordingly.