

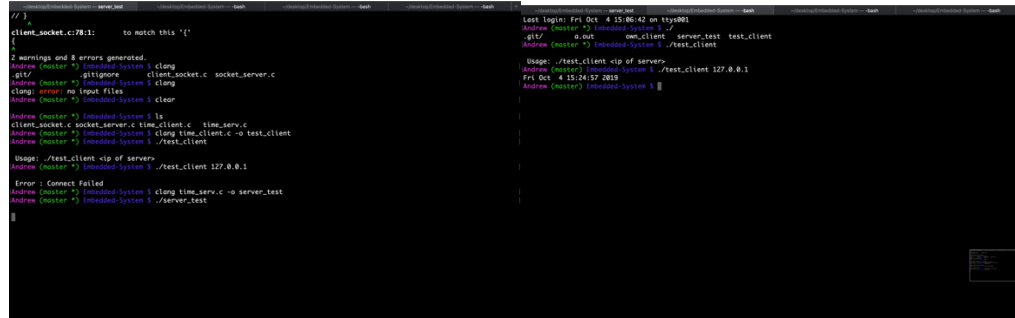
# LAB1 REPORT

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1.

```
Andrew (master *) Embedded-System $ ./own_client
The server has sent You are connected to server
Andrew (master *) Embedded-System $
```

2.



```
// client_socket.c:78:1:   to match this '{'
{
2 warnings and 8 errors generated.
Andrew (master *) Embedded-System $ clang
.glt/ Andrew (master *) gitignore client_socket.c socket_server.c
Andrew (master *) Embedded-System $ clang
clang: error: no input files
Andrew (master *) Embedded-System $ clear
Andrew (master *) Embedded-System $ ls
client_socket.c socket_server.c time_client.c time_serv.c
Andrew (master *) Embedded-System $ clang time_client.c -o test_client
Andrew (master *) Embedded-System $ ./test_client
Usage: ./test_client -ip of servers
Andrew (master *) Embedded-System $ ./test_client 127.0.0.1
Error: Connect failed
Andrew (master *) Embedded-System $ clang time_serv.c -o server_test
Andrew (master *) Embedded-System $ ./server_test
test login: Fri Oct 4 15:06:42 on tty001
Andrew (master *) Embedded-System $
.glt/ Andrew (master *) Embedded-System $ ./test_client
Usage: ./test_client -ip of servers
Andrew (master *) Embedded-System $ ./test_client 127.0.0.1
Fri Oct 4 15:24:57 2019
Andrew (master *) Embedded-System $
```

3.

```
Error connecting to server
Andrew (master *) Embedded-System $ ./own_client
You are connected to server
Data = 3
```

4. I have been using thread programming in Python server before, so that the server address would be cleared after a new launch.

5. System call : Used to debug by typing strace command

6.Socket programming: As attached. Yet the server I wrote does not receive data from client, I implemented the server client code from class material.

7. Make file used to compile multiple c files.