

How to compile the Source Codes (server.cpp & client.cpp) for Assignment 2

Step 1. Launch “Visual Studio 2022”, and click “Create a new project”.

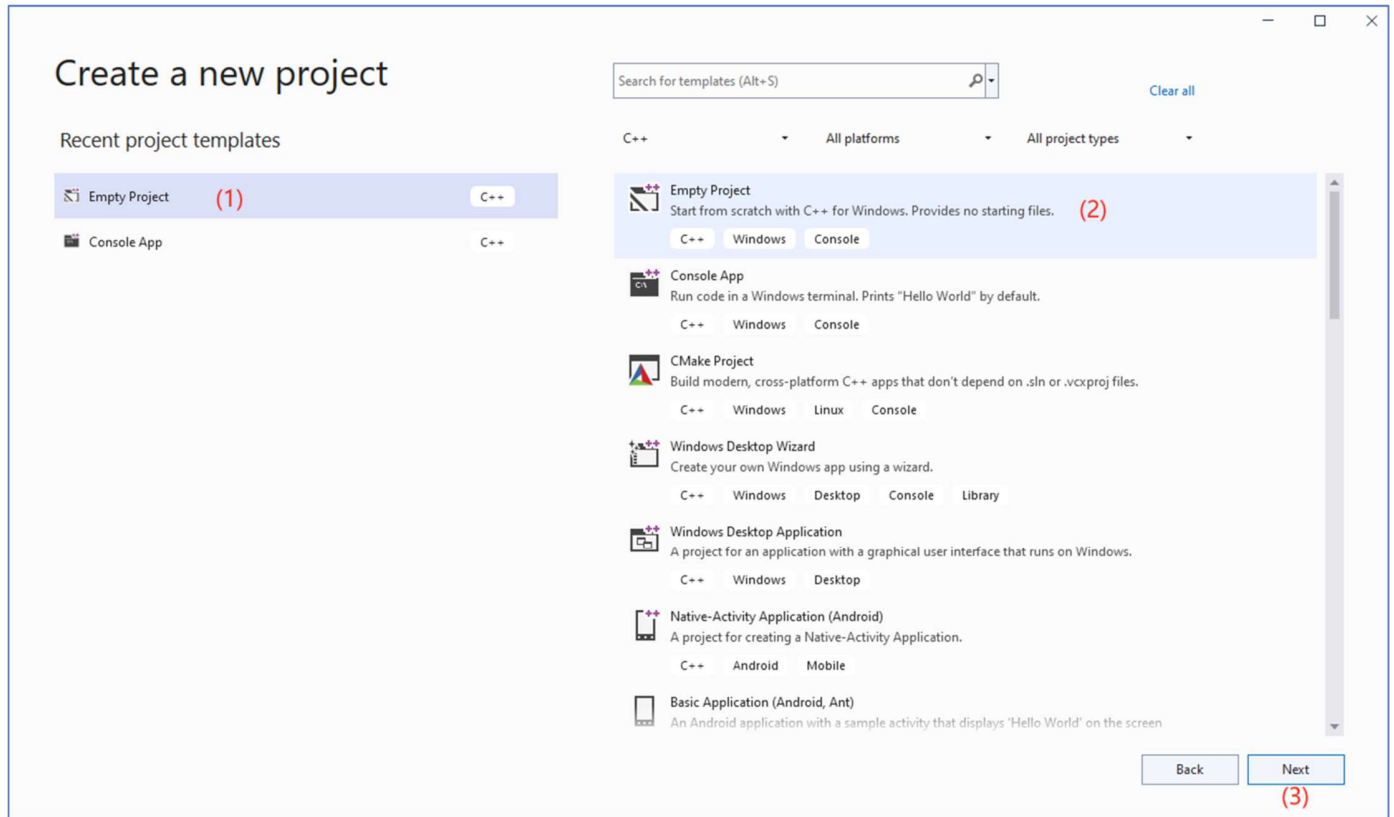


Figure 1 Create a new empty project

Step 2. Create the solution and Configure “Server” project. Note that the solution name changes accordingly.

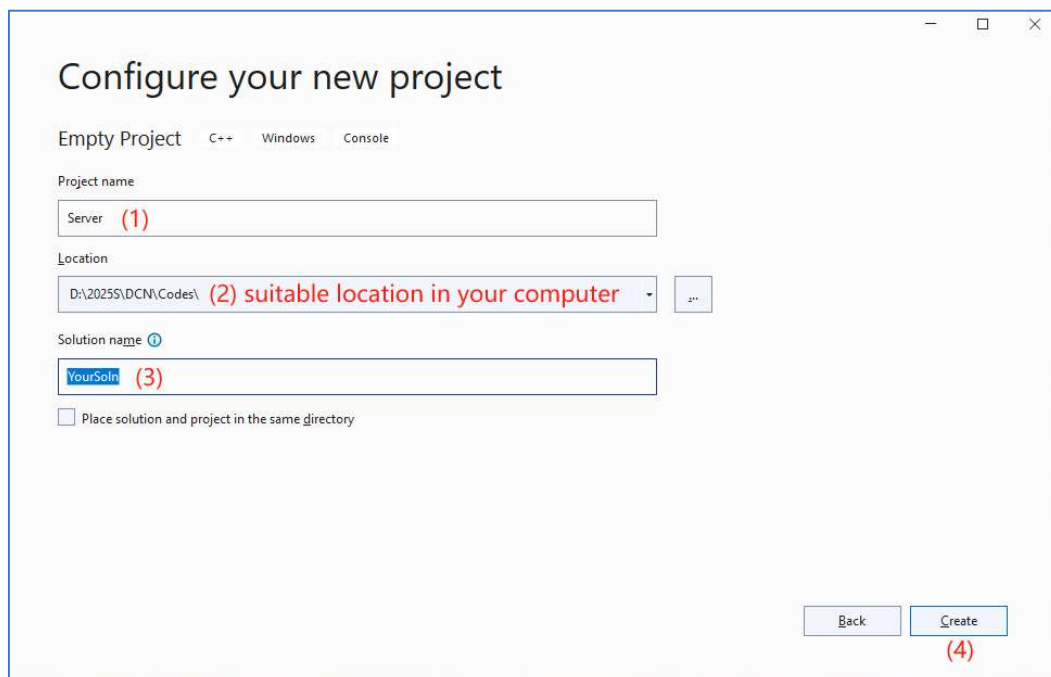


Figure 2 Configure your new project

Step 3. Create another project "Client" for your solution.

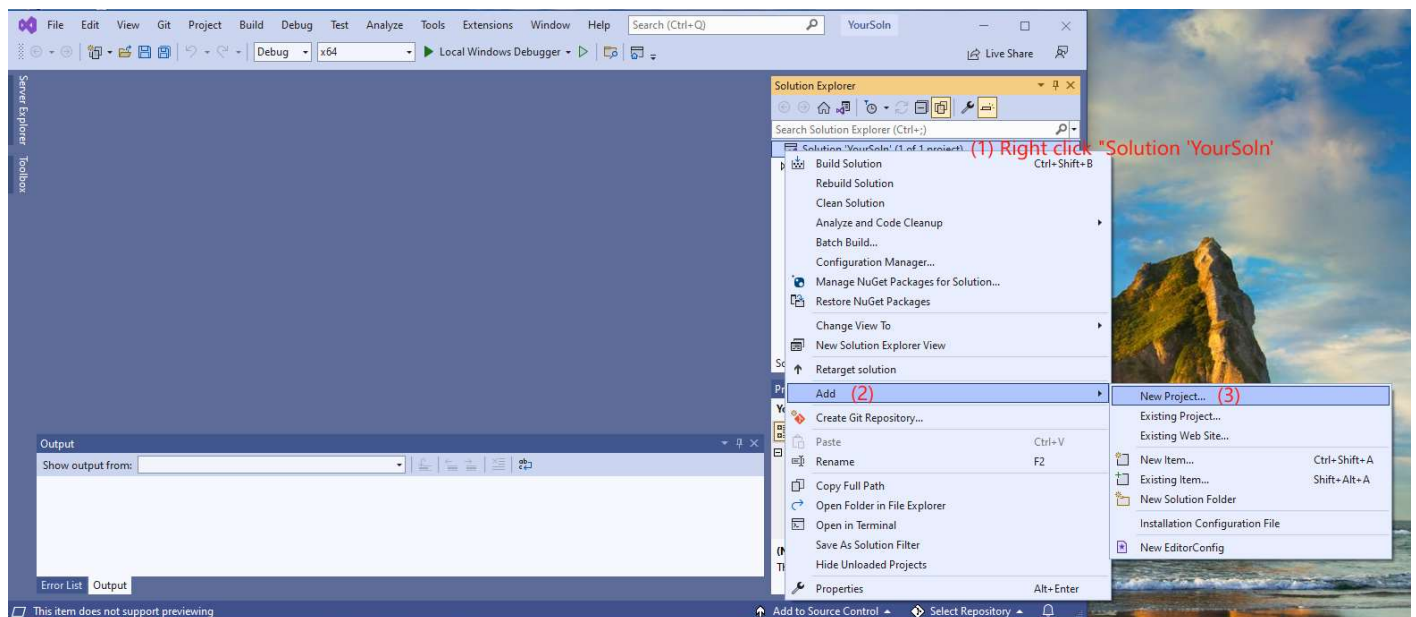


Figure 3 Create the project "Client"

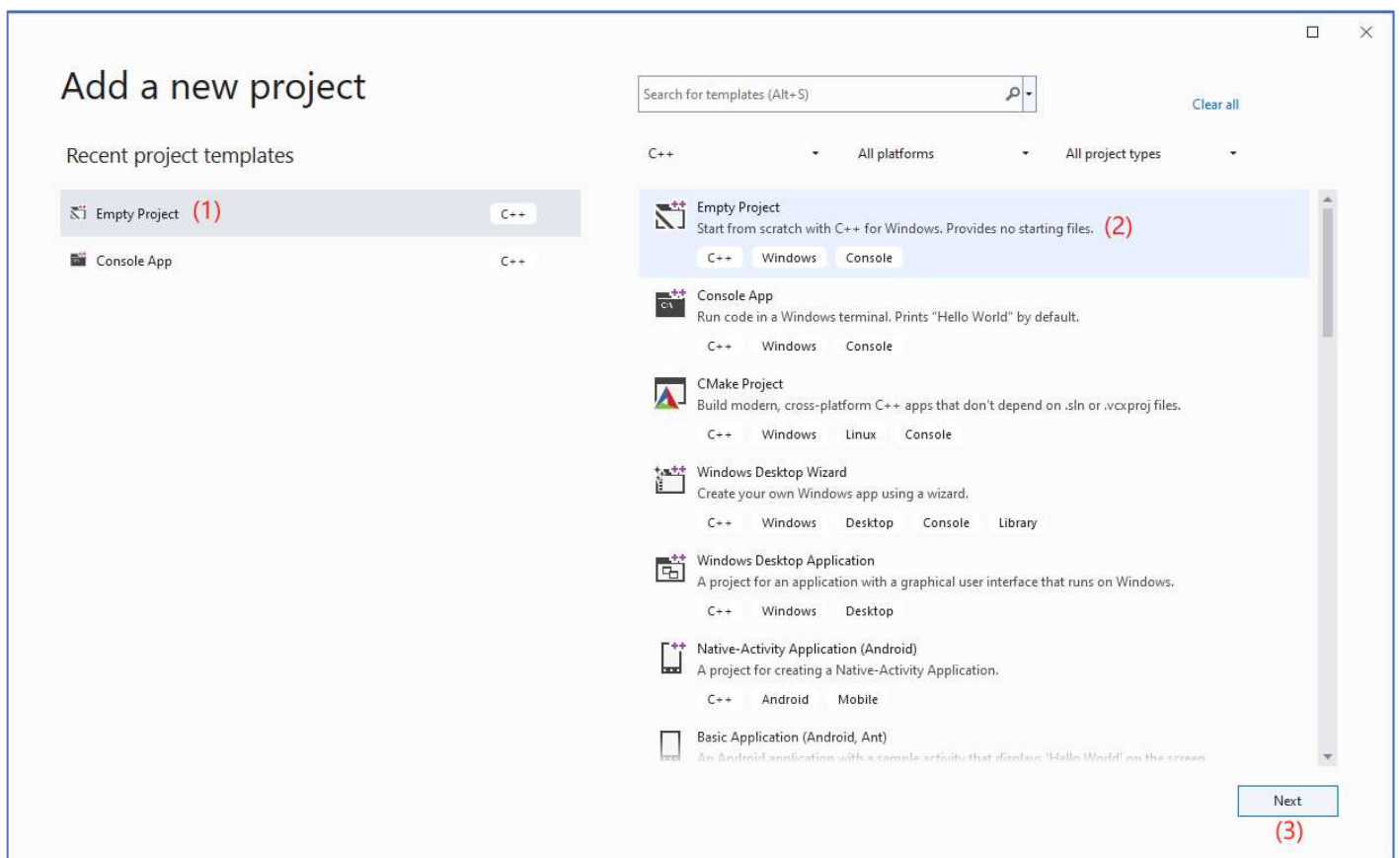


Figure 4 "Client" is an empty project

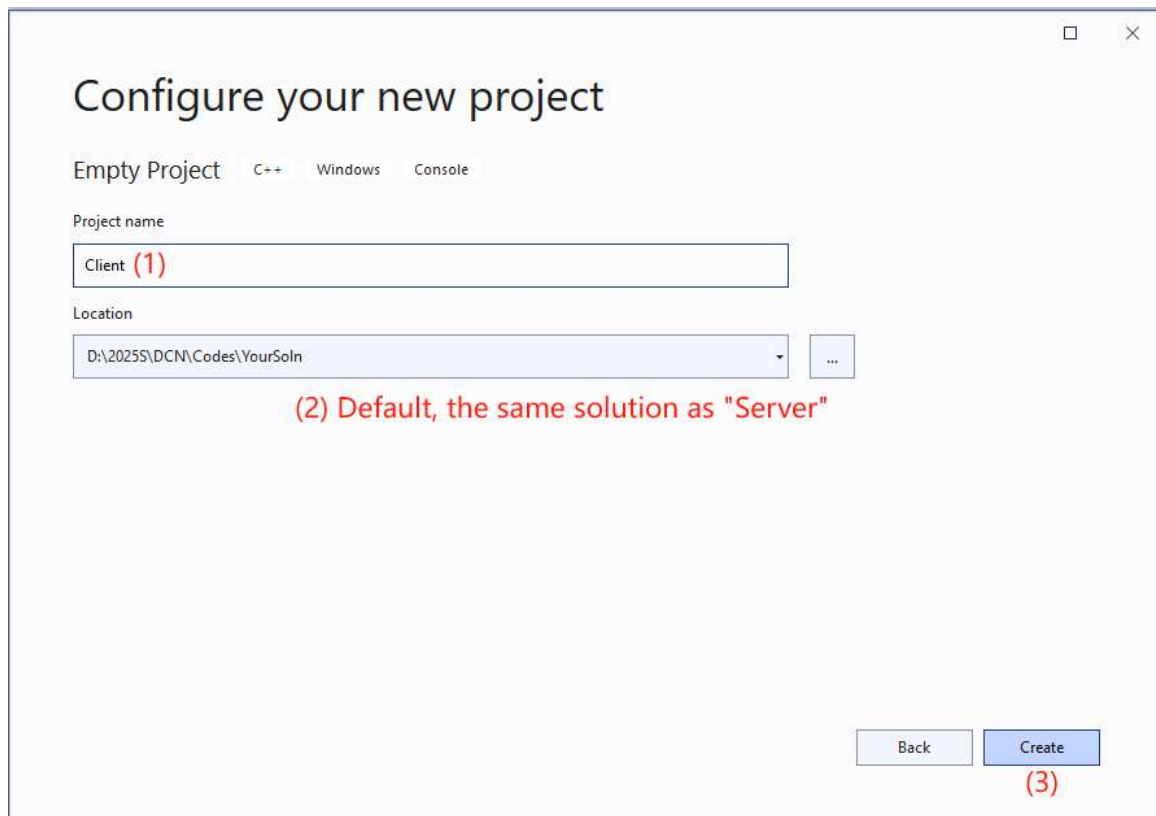


Figure 5 The Project name is "Client"

Step 4. Add an empty file "Client.cpp" into "Client" project.

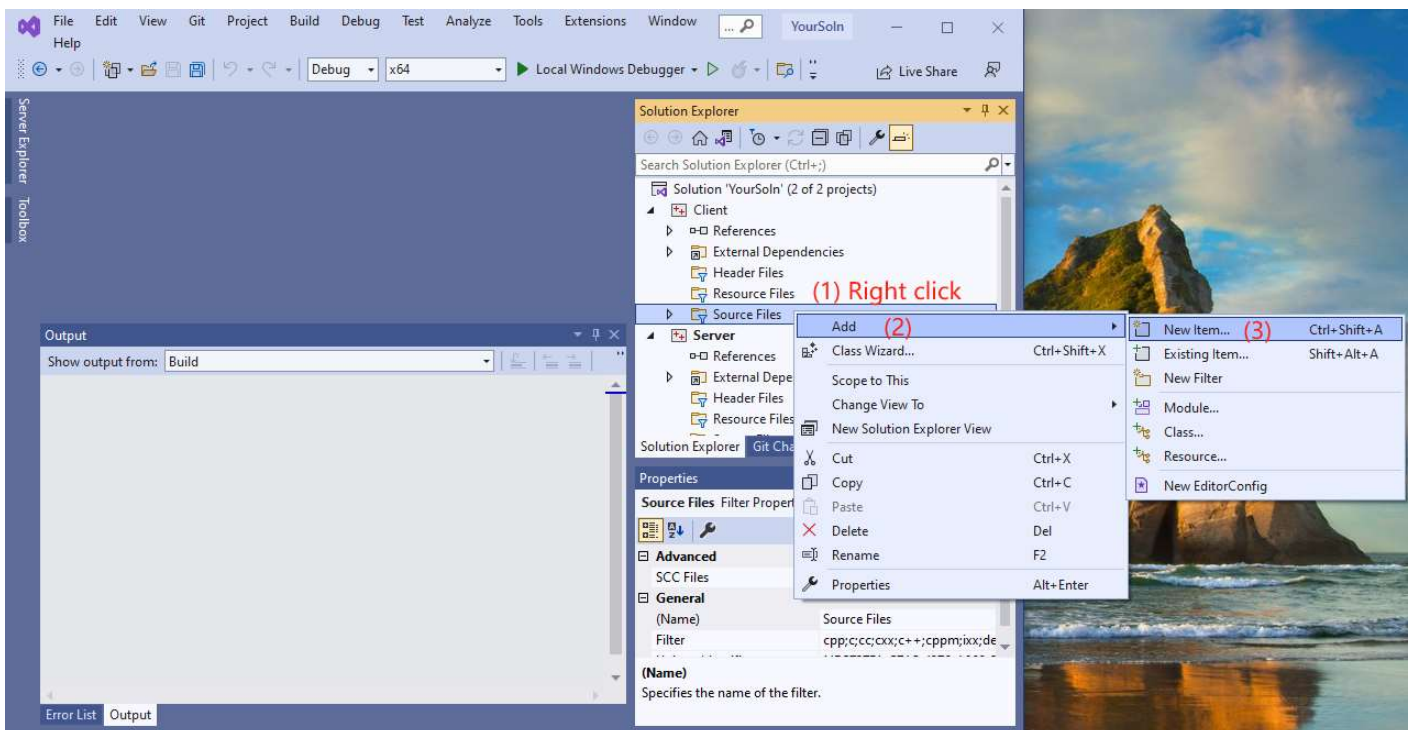


Figure 6 Add "Client.cpp" into "Client" project

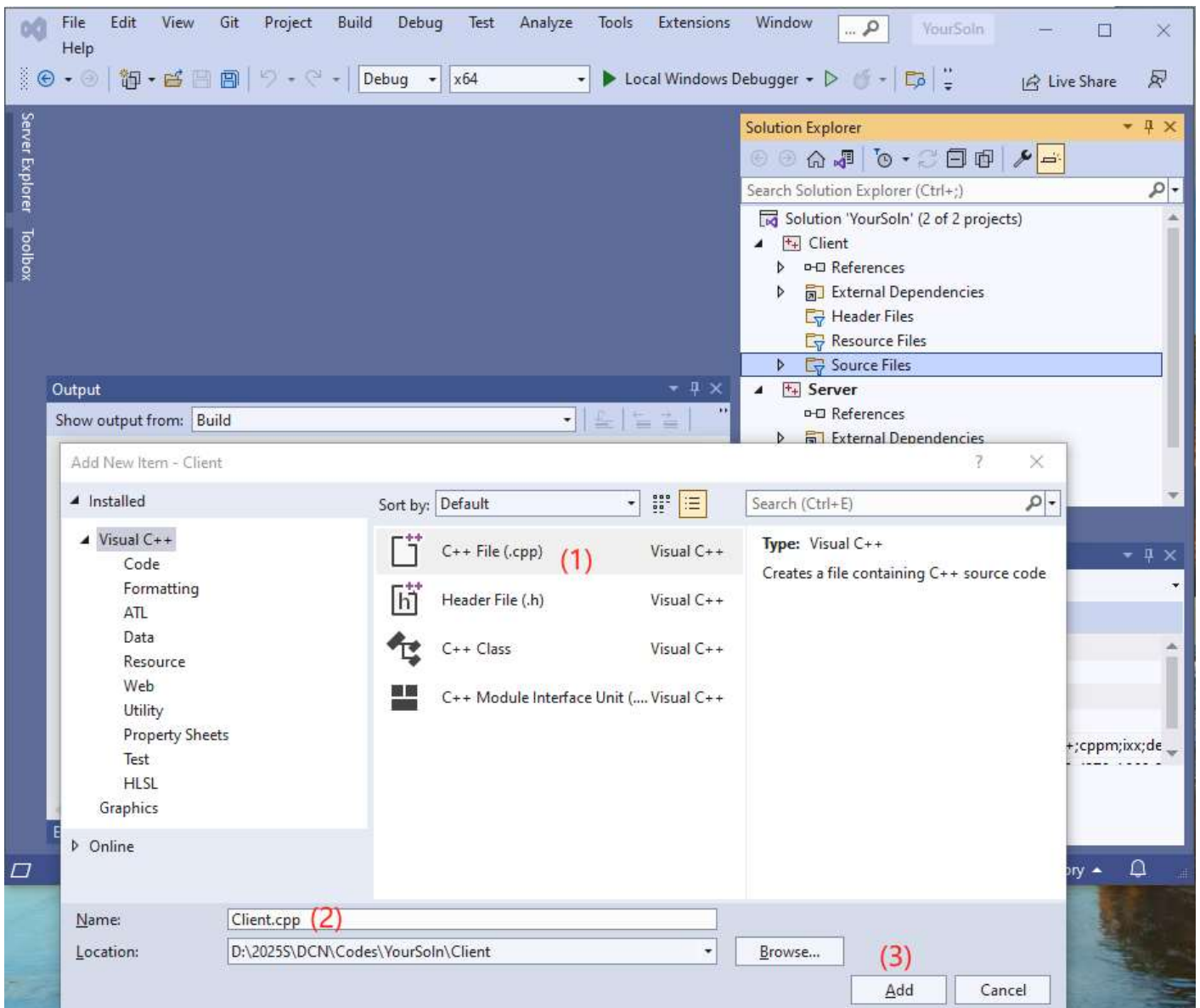


Figure 7 Name the c++ file as "Client.cpp"

Step 5. Add an empty file "Server.cpp" into "Server" Project in the same way.

Step 6. Copy the code from "Client.cpp" and "Server.cpp", which are downloaded from the web, into the two corresponding empty files.

Step 7. Build your solution. If it shows "2 succeeded" in your output window, it means your code is compiled successfully.

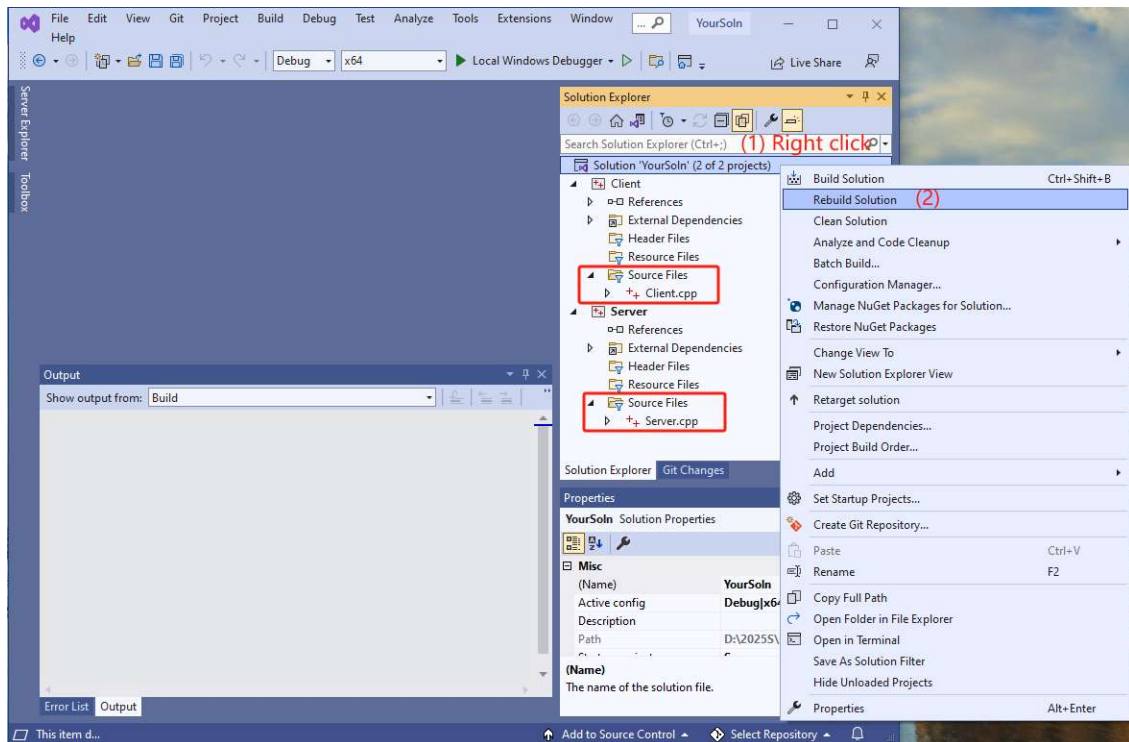


Figure 8 Compile your solution by click "Rebuild Solution"

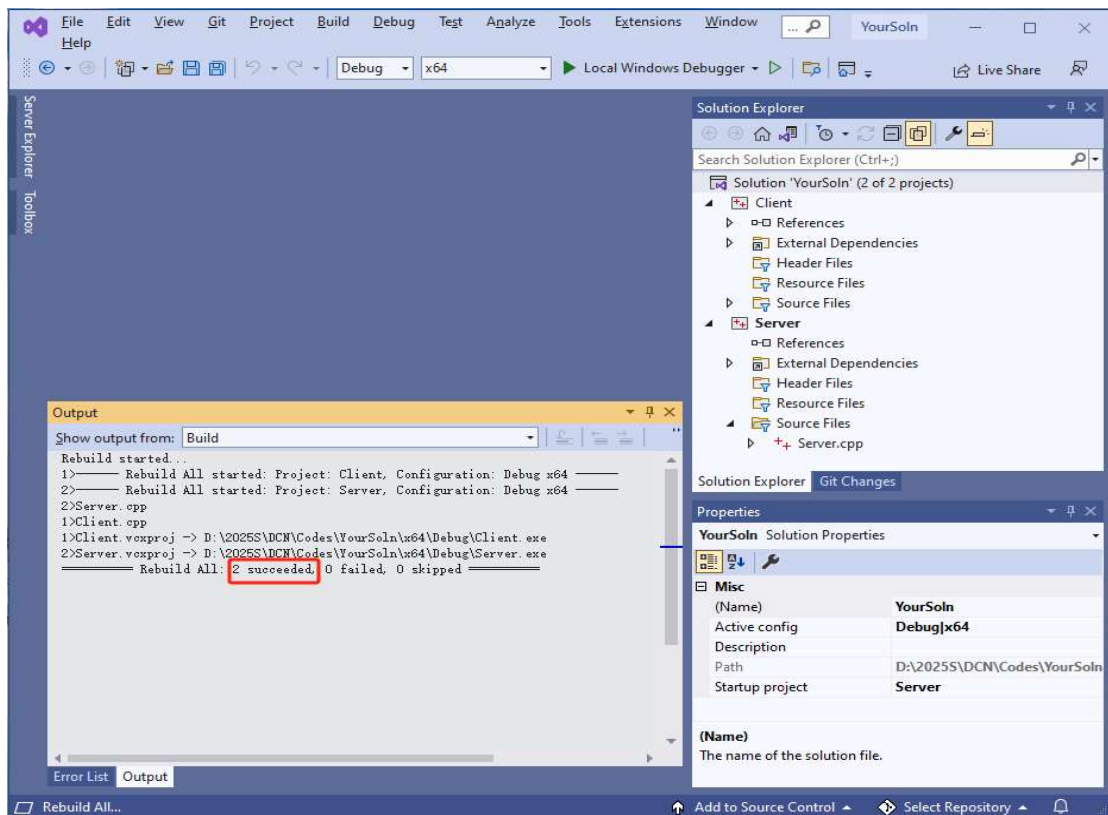


Figure 9 If your code is compiled successfully

Step 8. Open “Debug” folder of your solution to find “Server.exe” and “Client.exe”.

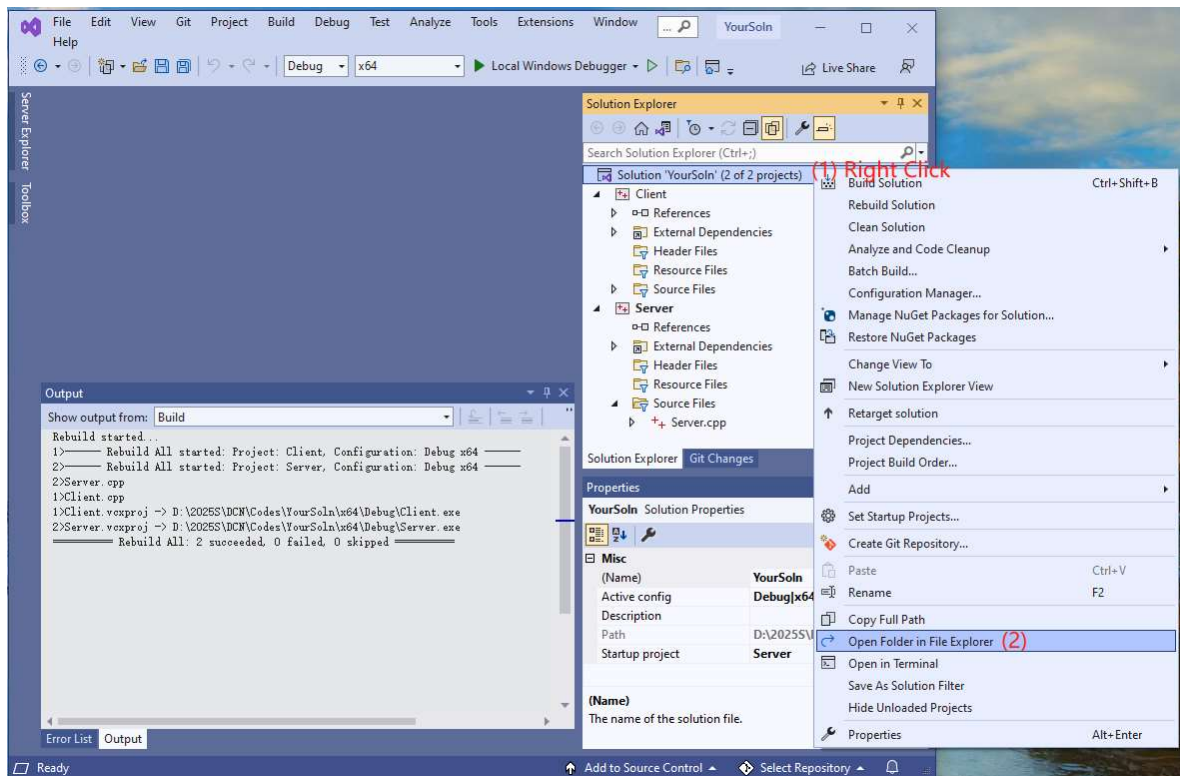


Figure 10 Open your solution folder in the file explorer

Step 9. Double click the executable file “Server.exe” first, then “Client.exe” second to execute your program.

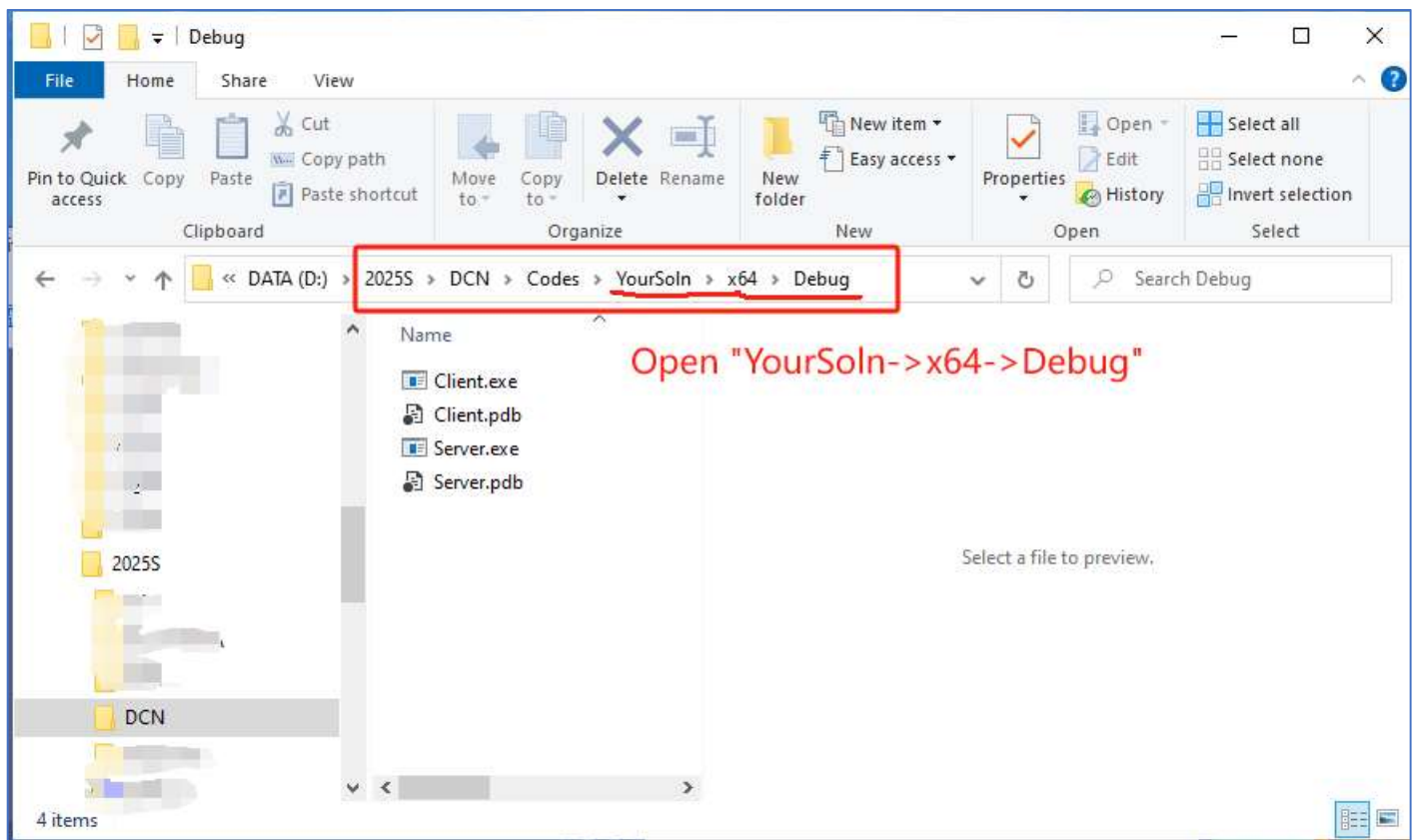


Figure 11 Execute your program

Step 10. invoke commands window in the current file path of "YourSoln\x64\Debug"

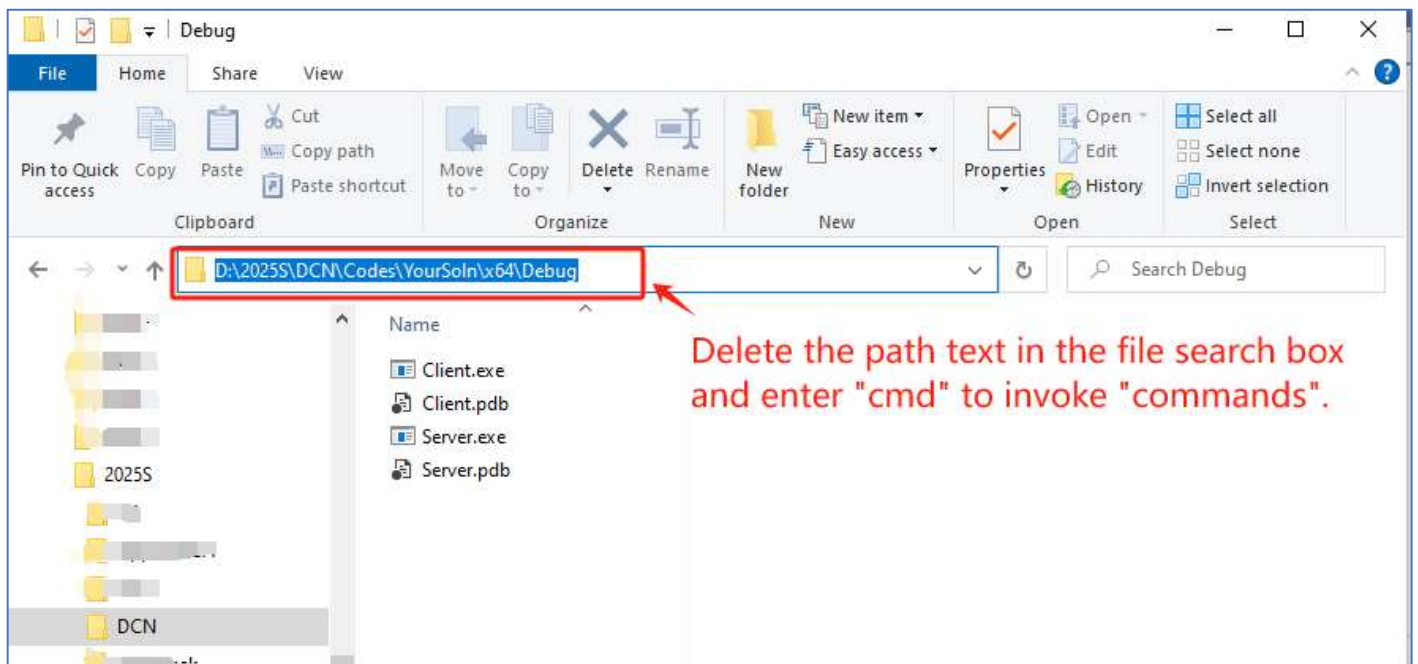


Figure 12 Invoke "commands" under "YourSoln\x64\Debug"

Step 11. Type in "Server.exe" in the dropped-out commands window.

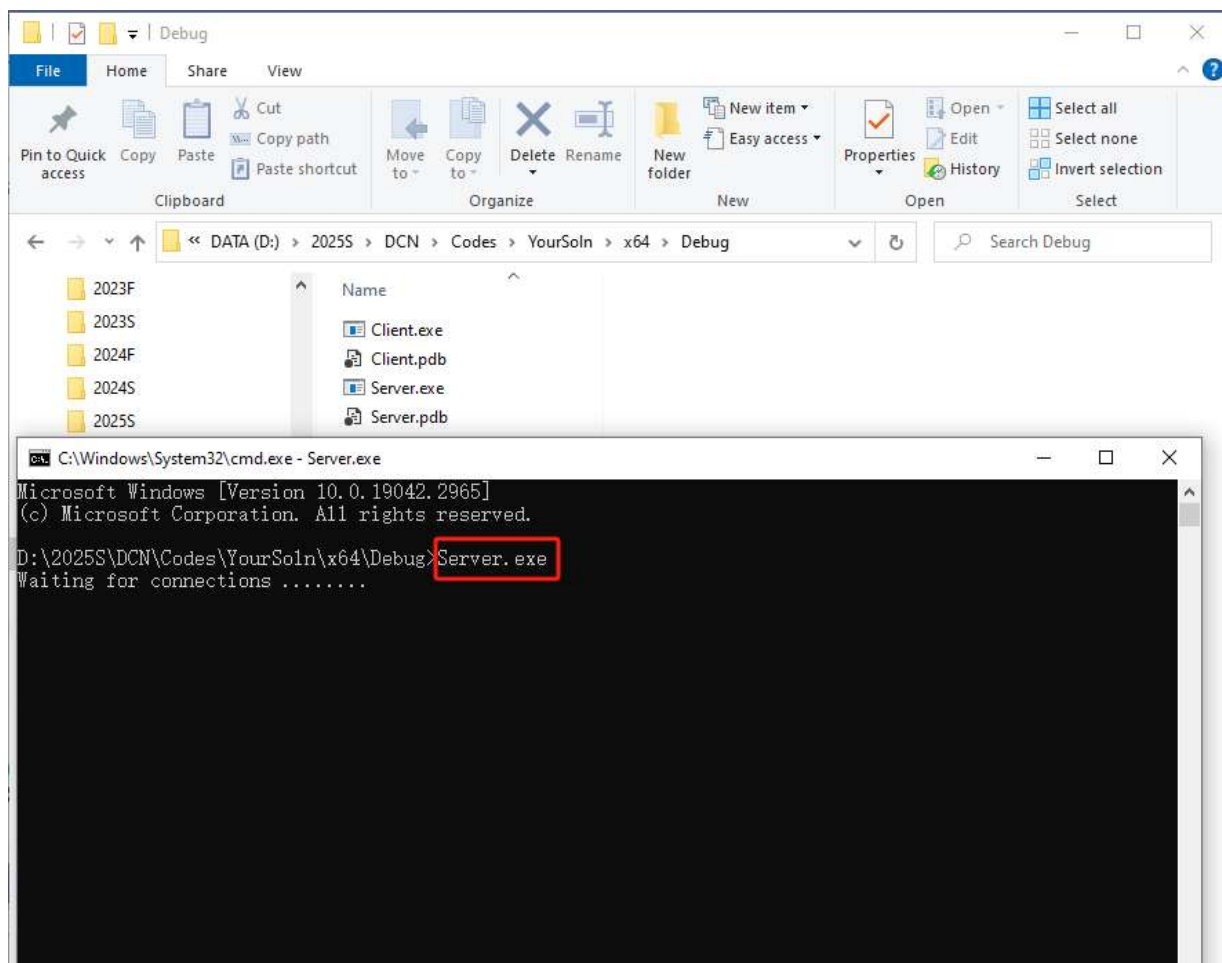


Figure 13 Type in a command: Server.exe

Step 11. Invoke another commands window and type in “Client.exe localhost 50000” in the same way.

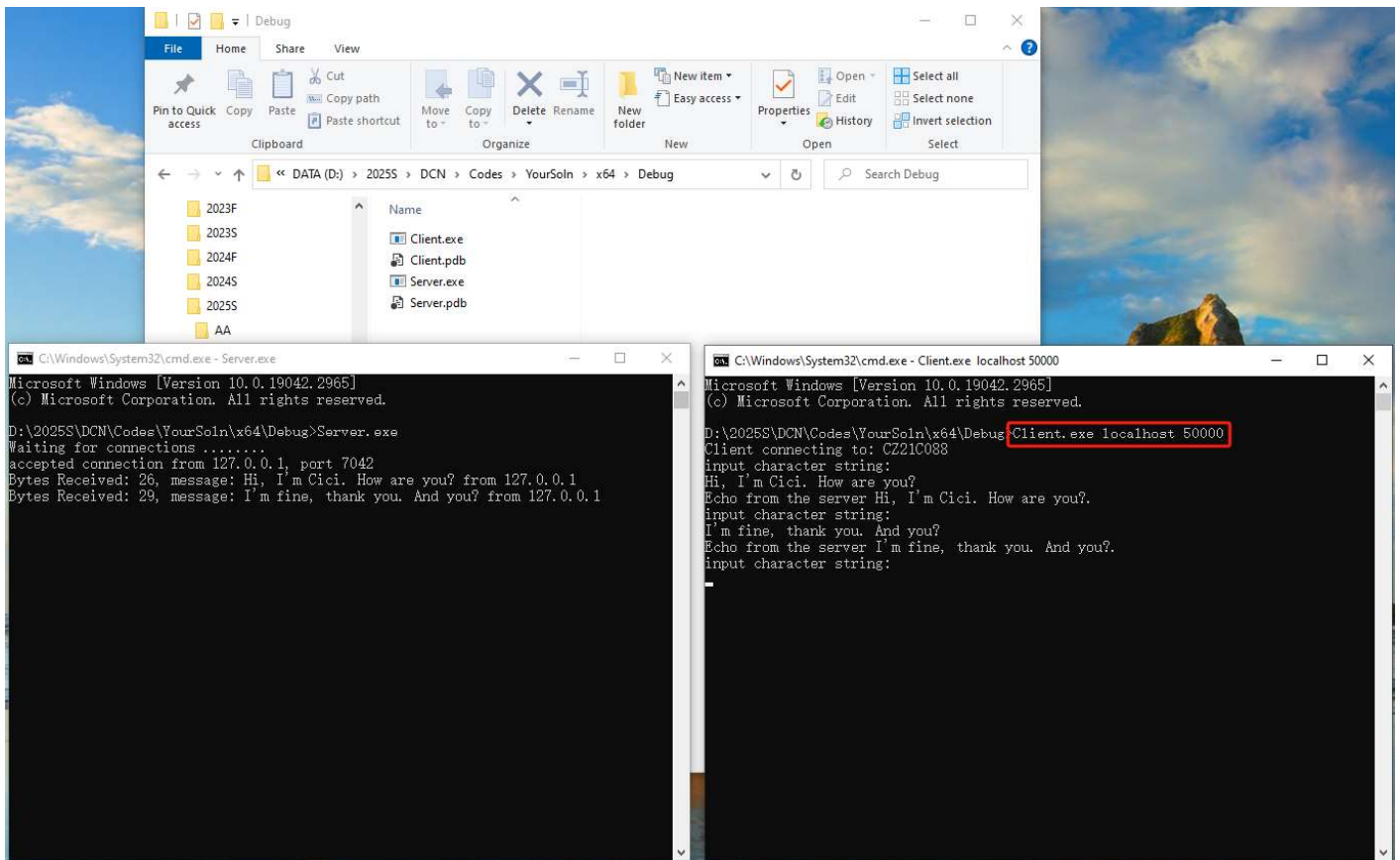


Figure 14 Conversion between "Client" and "Server"

Now you can create “conversations” between “Server” and “Client” as shown above.