

Homework 8:

In chapter 11 of Dordal's Introduction to Computer Networks, code is provided for both client and server for the UDP simplex talk program. Java and Python versions are available from the book's web site. Run the following experiments; turn in a screen capture that shows the results of the experiment.

1. On a single host, start the server in one window and two clients in their own windows. Send alternating messages to the server. Try this on both Windows and Linux. Are there any differences?
2. Invoke the client with the external IP address of the server.
3. Modify the server to return the message string received from the client back to the client with the string "SERVER: " prepended. That is, if client1 sends a string "Hello." to the server, the server sends the string "SERVER: Hello." back to the client. Modify the client to receive this message and display it.