**README**

**Web Server**

1. Compile using makefile - “make all” will compile the server executable, along with the shared modules. Server is linked to the other source files (main.c, module.c, common.c)
2. To set up server, run the executable server file, specify an address and a port number, along with other option arguments that you can view using the -h (help) option. *(./server -a localhost -p 8080 -v)*
   1. If you specify - v (verbose), the server provides information and displays IP address of each connected client.
   2. If you do not specify an address or a port number, the server will use default values.
3. Connect to the server with a web browser by providing a URL: ‘<http://address:portnumber/module'>.
   1. If the module (aka the requested page) does not exist, the HTTP response will be of type 404: Not found. Otherwise, the response is OK and the HTML page is displayed.
   2. Each module is a c file with HTML templates related to the specific function of the module.
4. To view different landscapes, specify the desired module as the requested page. For example, if you want to see a star-filled sky, specify: ‘<http://localhost:8080/star_night'> and the web server will provide the requested HTML page.