

Concordia University
Department of Electrical & Computer Engineering
Telecommunication Networks
ELEC 366
Lab 1 Assignment: UDP Client/Server application

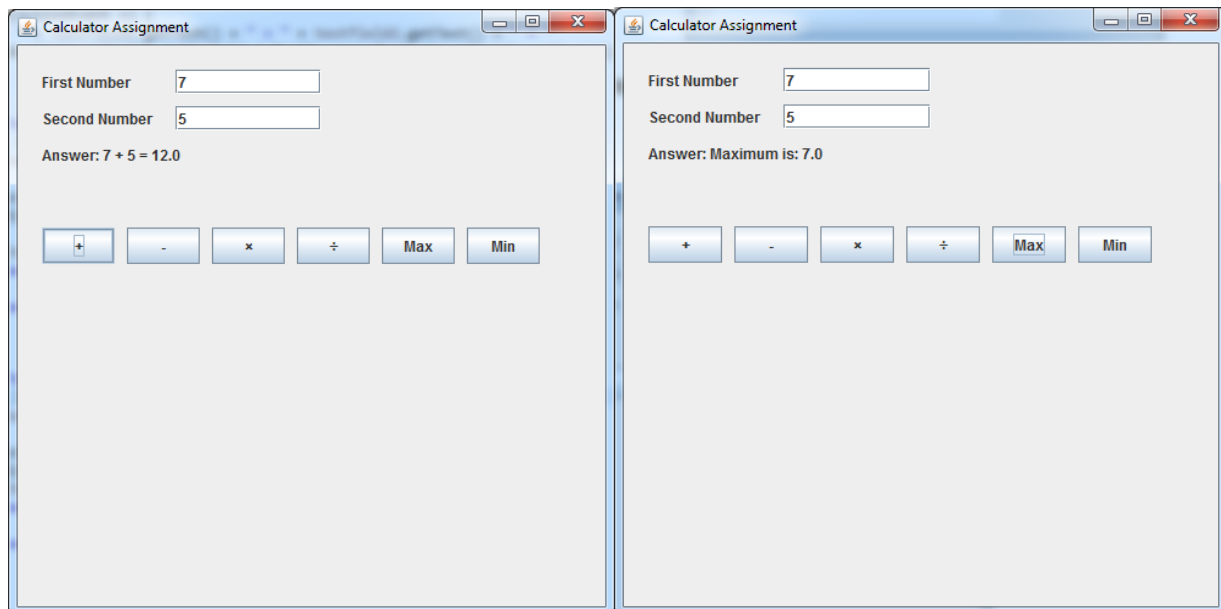
Part 1: UDP Client/Server Application

Using UDP protocol, implement a network calculator application where the user (client) enters two numbers and chooses an operation to do with the two numbers. The numbers and the operation are sent to a server to calculate the result. **No calculations are done on the client side.**

Client:

Implement the calculator application shown in the next figures. The calculator should have the functionalities of: Add (+), Subtract (-), Multiplication (\times), Division (\div), Maximum, and Minimum of the two numbers entered in the two text fields and the result should be printed in label.

This should be only an interface that reads the numbers from the two text fields. The two numbers are sent with the operation to the Server application using UDP protocol, where the result is calculated and sent back to the client to be displayed.



Server:

The server needs to receive the numbers and the operation from the client, calculate the result and send it back to the client to be displayed. No interface is mandatory for this part.