Network Programming Assignment 2

Files:

- 1. server.c
- 2. twoprocesses.c
- 3. twothreads.c
- 4. nonblockingio.c
- 5. blockingio.c
- 6. serverb.c (For part (e) and (f))
- 7. nonblockingconnect.c
- 8. multiplethreads.c

Compile the threads files using \$gcc -o exe twothreads.c -pthread

For part (e) and (f), use serverb.c file.

Usage: ./nonblockingconnect <server ip> <server port> <no connections>

Initially, no. of connections and data to be sent are exchanged, then required no. of connectons are generated from the client side.

Server then accepts all connections and starts sending data equally among all the sockets. In each packet, server sends the offset where the given data string must be written in the output file.

On the client side, the progress is contnuosly shown as data recieved. After the recieve is complete, the client then displays: a) Total Time, b) Throughput, c) Response Time Per Request

Output Display

For part (a) to (d), user server.c file

Results:

			Response Time
No. Connections	Total Time (msec)	Throughput (MB/s)	Per Request (msec)
Two Processes	17110.238	59.84721	0.004079
Two Threads	16369.522	62.55528	0.003903
Non Blocking IO	70722.675	14.47909	0.016862
Blocking IO	48630.556	21.05672	0.011594