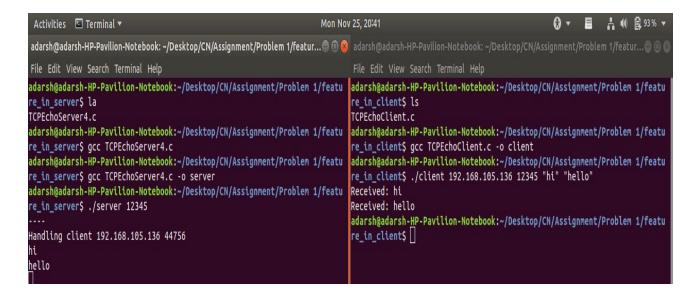
# **Socket Programming - Report**

## Question 1:

## (1) Feature in Client

→ We have added the feature sending multiple messages from client to server which was not present earlier.

Explanation: as shown in the figure, the client can send two messages at a time



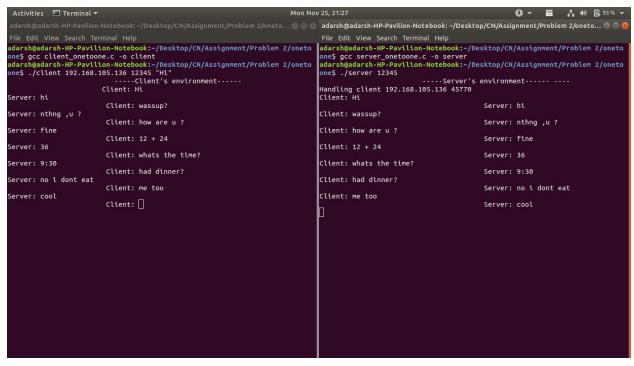
#### (2)Feature in server

 $\rightarrow$  If bye is sent from the client to server then communication terminates i.e, the server will go to the off state.

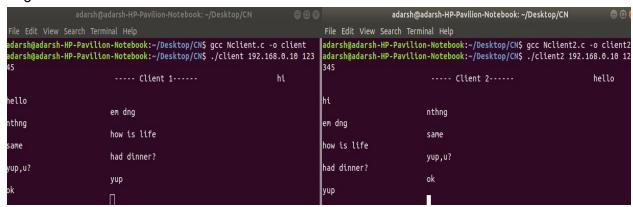
```
adarsh@adarsh-HP-Pavilion-Notebook: ~/Desktop/CN/Assignment/Problem 1/feature_in_s... adarsh@adarsh-HP-Pavilion-Notebook: ~/Desktop/CN/Assignment/Problem 1/feature_in_s...
                                                                            File Edit View Search Terminal Help
adarsh@adarsh-HP-Pavilion-Notebook:~/Desktop/CN/Assignment/Problem 1/featuadarsh@adarsh-HP-Pavilion-Notebook:~/Desktop/CN/Assignment/Problem 1/featu
server$ gcc TCPEchoServer4.c -o server
                                                                            server$ gcc TCPEchoClient.c -o client
adarsh@adarsh-HP-Pavilion-Notebook:~/Desktop/CN/Assignment/Problem 1/featuadarsh@adarsh-HP-Pavilion-Notebook:~/Desktop/CN/Assignment/Problem 1/featu
server$ ./server 12345
                                                                            server$ ./client 192.168.105.136 12345 "hi"
                                                                            Received: hi
Handling client 192.168.105.136 45344
                                                                            adarsh@adarsh-HP-Pavilion-Notebook:~/Desktop/CN/Assignment/Problem 1/featu
hi
                                                                            server$ ./client 192.168.105.136 12345 "hello"
                                                                            Received: hello
Handling client 192.168.105.136 45360
                                                                            adarsh@adarsh-HP-Pavilion-Notebook:~/Desktop/CN/Assignment/Problem 1/featu
                                                                            server$ ./client 192.168.105.136 12345 "time is 9pm"
hello
                                                                            Received: time is 9pm
Handling client 192.168.105.136 45368
                                                                            adarsh@adarsh-HP-Pavilion-Notebook:~/Desktop/CN/Assignment/Problem 1/featu
                                                                            server$ ./client 192.168.105.136 12345 "bye"
time is 9pm
                                                                            Received: bye
Handling client 192.168.105.136 45370
                                                                            adarsh@adarsh-HP-Pavilion-Notebook:~/Desktop/CN/Assignment/Problem 1/featu
                                                                            serverS
bve
client has sent bye so connection is closed
adarsh@adarsh-HP-Pavilion-Notebook:~/Desktop/CN/Assignment/Problem 1/featu
server$
```

## Question 2:

- 1) 1 server and 1 client
  - → The chat between 1server and 1client is done as shown

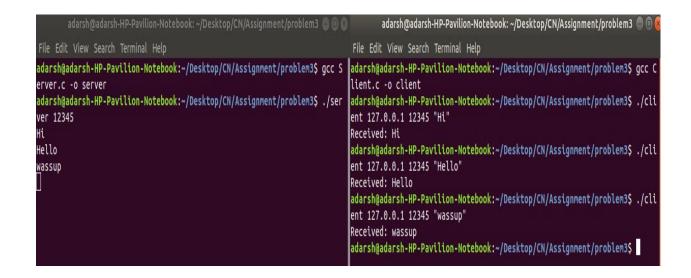


- 2) 1 server and 2 client
  - → Messages are sent from client 1 to client 2 and vice-versa which are connected to a single server



### Question 3

In our regular ( given in class) the communication supports only for IPV4. But the code written for Problem 3 (see code) it supports both IPV4 and IPV6 addresses



Note: In the demonstration, one terminal acts as a server and other terminal acts as a client on the same computer.