1. Compile the Server Code and Run

```
clang server.c -o server
```

2. Compile the Client Code and Run

```
clang client.c -o client
./client
```

3. Output of client:

```
Permissions Requested
Following response Received from Server:
Permissions Requested
Following response Received from Server:
Subscriber does not exist or Technology does not match.
Permissions Requested
Following response Received from Server:
Subscriber does not exist or Technology does not match.
Permissions Requested
Following response Received from Server:
```

4. Output of Server

```
Socket Created Successfully
Bind Successful
Listening ...
```

```
Received Client Permission Packet
Client: 0
Technology: 04
Subscriber Number: 4085546805
Subscriber permitted to access the network.

Received Client Permission Packet
Client: 1
Technology: 02
Subscriber Number: 4099345999
Subscriber number is not found. Request Denied

Received Client Permission Packet
Client: 2
Technology: 06
Subscriber Number: 4085546805
Subscriber number found but Technology does not match. Request Denied

Received Client Permission Packet
Client: 3
Technology: 03
Subscriber Number: 4086668821
Subscriber has not paid. Request Denied
```

5. Output for client when server is not responding:

```
Sending Data Packet to Server
Timeout: No response received.

No response received for Data Packet 1 within the timeout. Retrying...

Sending Data Packet to Server
Timeout: No response received.

No response received for Data Packet 1 within the timeout. Retrying...

Sending Data Packet to Server
Timeout: No response received.

No response received for Data Packet 1 within the timeout. Retrying...

Sending Data Packet to Server

No response received for Data Packet 1 within the timeout. Retrying...

Sending Data Packet to Server

No response received for Data Packet 1 after 3 retries. Server did not Respond.
```