USER MANUAL

This project contains two programs server.c and client.c.

Initially the server is up and running. Then client code is executed. It starts sending Type 1 UDP packets to the server at an interval of 100 ms and Type 2 UDP packets at an interval of 150 ms. Each packet contains a trailer checksum which calculated by bytewise XOR.

The server checks the checksum for any errors and discards the packet if it contains errors. If the packet is error-free the type of the packet is determined and corresponding thread increments the count of the packet type and removes the packet from the queue.

Executing the program:

Compile the server code using the command:

```
gcc -o server B200730CS+B200770CS-Server.c
```

Compile the client code using the command:

```
gcc -o client B200730CS+B200770CS-Client.c
```

Start the server using the command:

```
./server
```

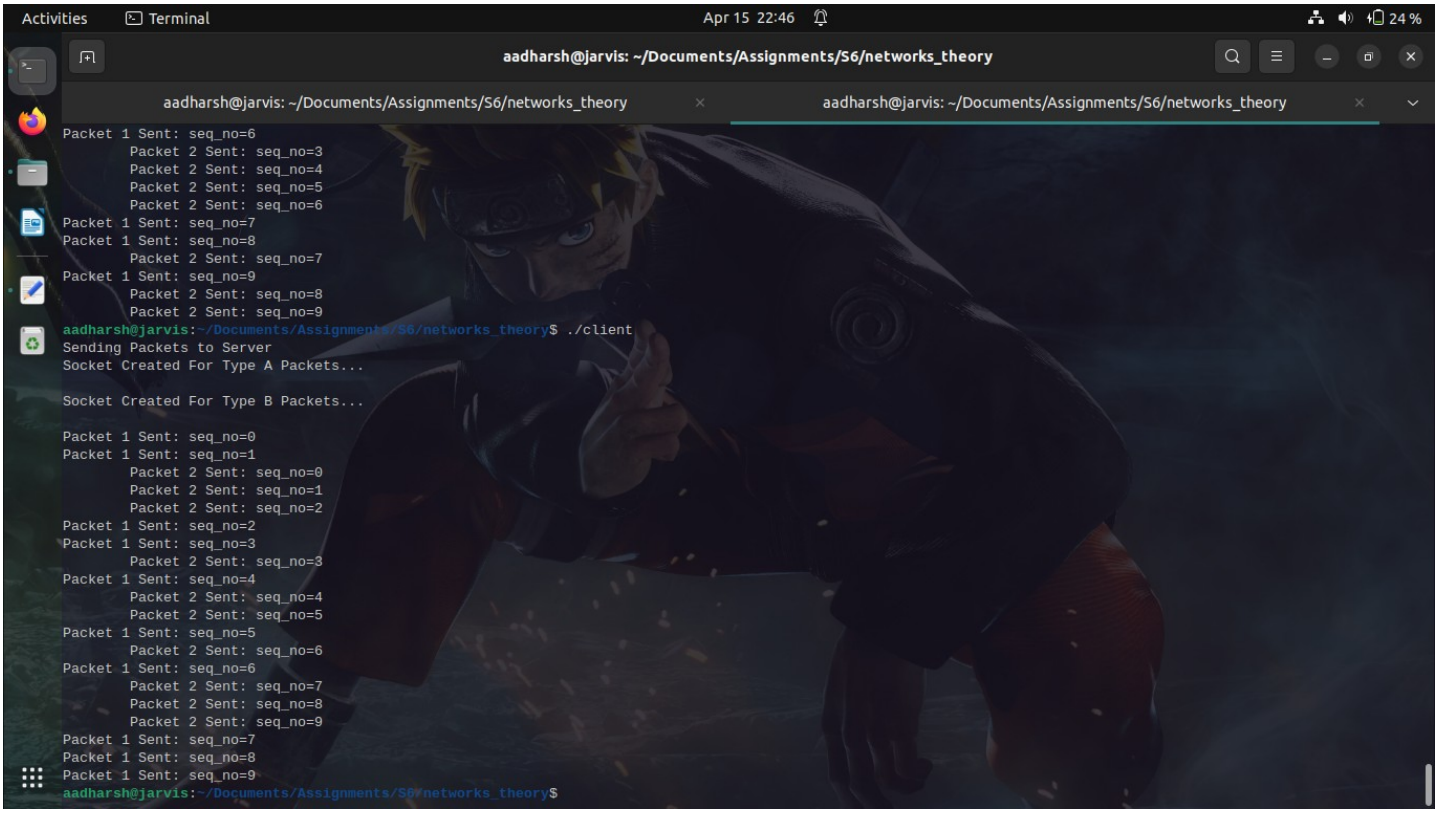
Start the client using the command:

```
./client
```

The client starts sending packets of Type 1 and Type 2 and server prints the packets received and count of packets a_count and b_count;

Screenshots

Client:



Server: