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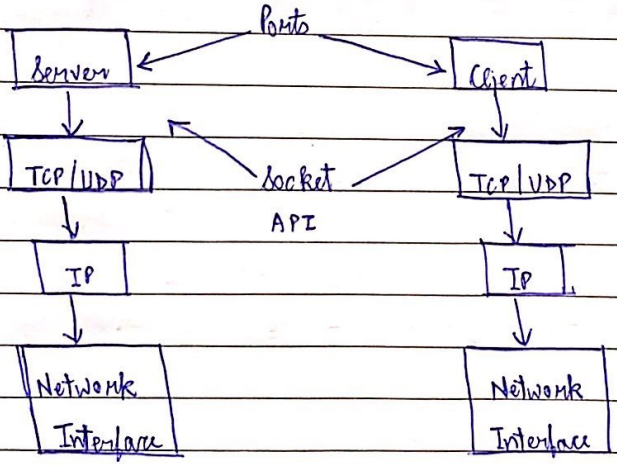
myCOMPANION

Assignment - 06

* **Problem statement** :- Write a program in c/c++ using sockets API.
i) TCP sockets
ii) UDP sockets

* **Theory** :-
1. Sockets are used for interprocess communication (IPC).
2. Most of the IPC follow a client-server model, where client and server are two separate processes in itself.

Servers and clients exchange messages over the network through a common socket API.



- How a client finds a server →
1. IP address in the server socket address identifies the host.
2. The well known port in the server identifies the service.

- 2 Essential Types of sockets →
1. SOCK_STREAM - i) TCP
ii) Reliable delivery
iii) Inorder guarantee
iv) Bidirectional

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2. SOCK DIAGRAM - i) UDP
ii) No notion of connection
iii) Unreliable delivery

- Socket Primitives →

1. SOCKET
2. BIND
3. LISTEN
4. ACCEPT
5. CONNECT
6. SEND
7. RECEIVE
8. CLOSE

* Conclusion :- TCP and UDP socket programs are studied and executed.