

Assignment 3

Write all the code using C/C++ programming languages. Don't use Process rather use Thread concept. If you use C++, try avoiding any library support of Socket and Thread (if any).

1. Develop a simple TCP Server Client application, where client sends some text messages to the server in a user defined know port (of your choice). On reception of that message, server forwards back the same message to the Client. Both Server and Client prints the message.
2. Develop a simple TCP Server Client application to perform chat.
3. Develop a TCP chat Server application, where multiple client computers participate in the chat.

Note: Make sure that chatting mechanism is flexible enough, such that while sending and receiving of packets should be concurrent (*sending message, reception of message should not block each other*). Also make sure termination of chat session happens gracefully.