Lab 5: Client-Server Communication

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Compile and Run

• Compilation

```
gcc server.c -o server.out
gcc client.c -o client.out
```

• Start the server first

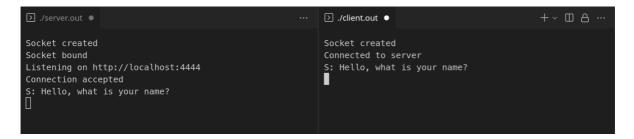
```
./server.out
```

• Then start the client

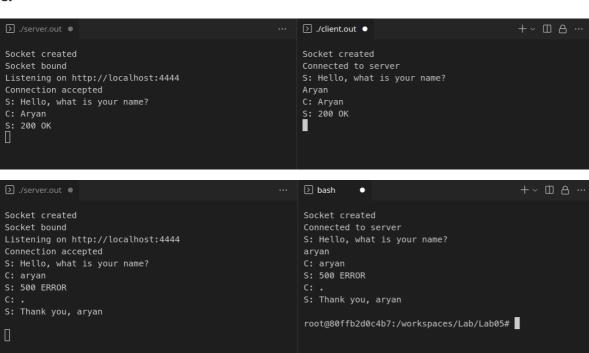
```
./client.out
```

Screenshots

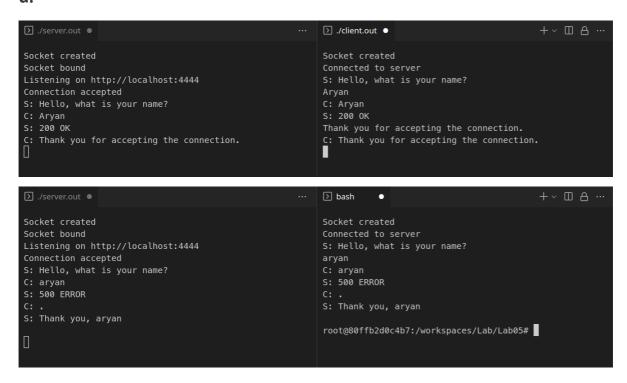
b.



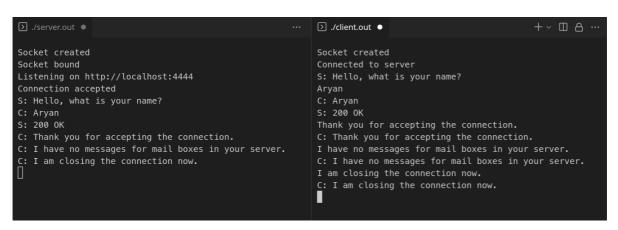
C.



d.



e.



f.

