Computer Communications and Networks
Java Lab-2

This Lab activity

Download TCPPacket`Server.java`, TCPPacketClient`.java` and Packet`.java` using blackboard

This is a client/server implementation for transmitting packets. Each packet consists of two parts; header part containing only the serial number and data part containing a message (any string of characters). Client sends a packet to the server and receives its acknowledgment. When client send "CLOSE" message, both client and server terminate.

Compile all three files. Run server and client files in two different windows.

Exercise:

Introduce an array of strings in the Server program to store up to 10 messages. Each time the client sends a packet, the server stores the message part in the array if there is space. If the array is full, server will display "full buffer …" message.