LESSON 13 – Sockets

Write a program which invokes two threads / processes. One for input from a remote host, and one for output to the remote host.

1. At the initial phase, the program asks you the IP you wish to create the communication to.
2. The second phase, the program create two sockets:
   a. sock_in – for input
   b. sock_out – for output

   The program will not continue until the remote host is reachable, and the sockets are opened. If the sockets do not open for 30 seconds the program will quit.
3. The final phase waits for sock_out to receive standard input from the keyboard, and send it to the remote host.

   The sock_in always waits on the background in case of a message.

   After sending a message, the remote host should then pick up that message and transmit it back to your local process.
   Do not resend that message more than once (prevent endless loop).

Need to know guidelines:

- *The implementation requires both server side and client side sockets.*
- *The implementation requires two different computers (recommended your PC/LAPTOP and the Evaluation Board)*
- *Communication between the sub-processes needs to be Implemented once in threads, and once in processes.*
- *In processes use any available IPC learned to send the data.*
- *Good luck!*