

Problem 4:

1. The client should always interact with the server first to declare that you as the client want to communicate with the server. If the server just sent a message to anyone connected, the server could spam the client at times the client doesn't want to interact with the server. Also, it's a good way to make sure you establish a connection.
2. The "hello" message tests the connection between the client and the server. If the client went straight to the commands it wanted to use then, if there was a connection issue it would be difficult to tell because it could also be an issue with the command sent.