CLIENT SERVER SIMULATION USING C

ABSTRACT

In computer science, client-server is a software architecture model consisting of two parts, client systems and server systems, both communicating over a computer network or on the same computer. The client-server model is a distributed application structure that partitions tasks or workloads between the providers of a resource or service, called servers, and service requesters, called clients.

IMPLEMENTATION

START – Client sends a request to server to authenticate and serve sends a response.

RETRIEVE – Client retrieves a packet from the server.

STORE – Client sends a STR command to server to store