Purpose: To use some of the advanced socket I/O capabilities.

You will build an upgraded TCP time client. You will call your client `ATCPtimec.c`. It will be an upgrade of the `TCPtime.c` client you built for your homework.

As in you homework you will be using my server so, the default service should `"5001"`, and the default host should be `"panther"`.

Remember, the `panther` server is perverse and it will try to break up the reads and it will occasionally drop the connection.

Client Upgrades:

1) After setting up the socket, but before the read/reassemble loop, the client should print the size of the socket's send and receive buffers.

2) Also before the read/reassemble loop; set up the socket to be asynchronous (non-blocking).

3) Inside the read/reassemble loop; if the read gets an error of `EAGAIN` you should (a) print an `X` (b) sleep for a second (c) retry the read

Note: if the result of the read is `==0` (before you get 4 bytes) or the error is not `EAGAIN`; the server has lost or dropped the connection and you should exit without printing the time.

Expected client behavior: When the server pauses in the middle of sending you the number you should see an `X` or two come out. The time you print should still be valid.

Submit: a printout of your `ATCPtimec.c` file.

A copy of this file must be located in your class home directory; and have the name above.