COMP 2560 Fall 2024

Assignment 6

For practice, no submission required

Q1: In class, we have studied four pairs of server and client programs. They are server.c and client.c, server2.c and client2.c, server3.c and client3.c, and server4.c and client4.c

1. Pair server2.c with client.c pair, in other words, run ./server2 and then run ./client, what result do you expect? Try it.
2. Do the same for server2.c and client3.c pair, explain the output.
3. How abut the pair of server.c and client3.c.

Q2: Study the attached source code files and figure out what they do.

Q3: Simulate file transfer between two Unix/Linux machines over the internet using sockets.

1. Write a server program, the server first asks the client what file you want.

2. The client program replies with the name it wants (for simplicity, assume the client knows the name of the file on the server that it wants).

3. The server sends the file over to the client, and the client saves it to a file on its local drive.