Machine problem 2 asks us to create a simple server client as two separate processes within a program. The server, the client, and the communication, class RequestChannel, has already been provided. To set up the processes, I added a fork() and execv() call to set up the server, and ran the client afterwards.

In terms of speed, a server client model of retrieving information is slower than accessing the information with a local function. On my computer, it took 59 microseconds to access the hello request via the server, and 7 microseconds for a local function to return the same information.

P.S.   It took 5030 microseconds to run the about 100 requests and print them to console.

P.P.S.   To run the program, first make. Then type './simpleclient'. Flags '-t', '-i' are used to time the whole process, or the hello process. Flag '-h' for help.