



Computer Systems Engineering Technology CST 417 – Embedded Networking

Lab 4 – UDP Client & Server
Fall 2014
Instructor: Troy Scevers
Possible Points: 20

Name _____
Due Date: 11/18/2014

Instructions

In this lab we will be modifying the application from lab3. We will use the generic tcp client and server applications as a template and create our own UDP client and server programs. I have also added UDP client and server for UNIX onto the sharepoint site. Our Microchip client and server will interact with this UNIX based clients and servers. The microchip client will send the message Hello World when button 2 is pressed to the UNIX server. Please remember that each of you will need to change the port so you are all using Uniq ports. The UNIX client will connect to the UDP server on the PIC32. The PIC32 server will just display to DBPRINTF whatever string is sent from the UNIX client. Remember we are using UDP not TCP. Check the file udp.h for the function names to call.