

Assignment #10 "Linux Server"

Many of the techniques that we've already been talking about have mainstream applications, including for servers and web apps. In this case, we will rely on the Linux functionality known as sockets, which closely relate to our previous work with streams and files. Through custom functions, we will develop a simple server that we will ultimately deploy over the web. Significantly, note that in the interests of brevity we will not include safety measures that should always be used in production.

MDN (Mozilla Developer Network) is a superb resource for instruction on developing for the web. In particular, please browse their [tutorials on HTTP](#), which is the protocol we will be writing over.