

Assignment 3

Client program will send a string to a Server and Server will reply the client with a message telling whether the input string is palindrome or not. Now suppose that some clients will request over the UDP socket, and some will connect over a TCP socket and then request. Thus, the server now needs to open both a TCP socket and a UDP socket, and accept request from any one (using the ***accept()*** + ***read()/send()*** call for TCP, and ***recvfrom()*** call for UDP), whichever comes first. Use the ***select()*** call to make the server wait for any one of the two connections, and handle whichever comes first. All handlings are iterative.

You should submit three C files, the iterative server (*server.c*), the UDP client (*udp_client.c*) and the TCP client (*tcp_clint.c*).