

The LNM Institute of Information Technology, Jaipur

Computer Networks Lab

Lab Assignment 5

Objective: Introduction to Client Server Network Programming

Client-Server model is distributed application structure in which client program sends the resource or service request to service provider called server program. The communication between server and client program is based on either in connection-oriented or in connection-less manner. Socket API programming is used to design client- server program in Unix or Linux environment.

Task 1: Write server and client program for given scenario in connection-less manner.

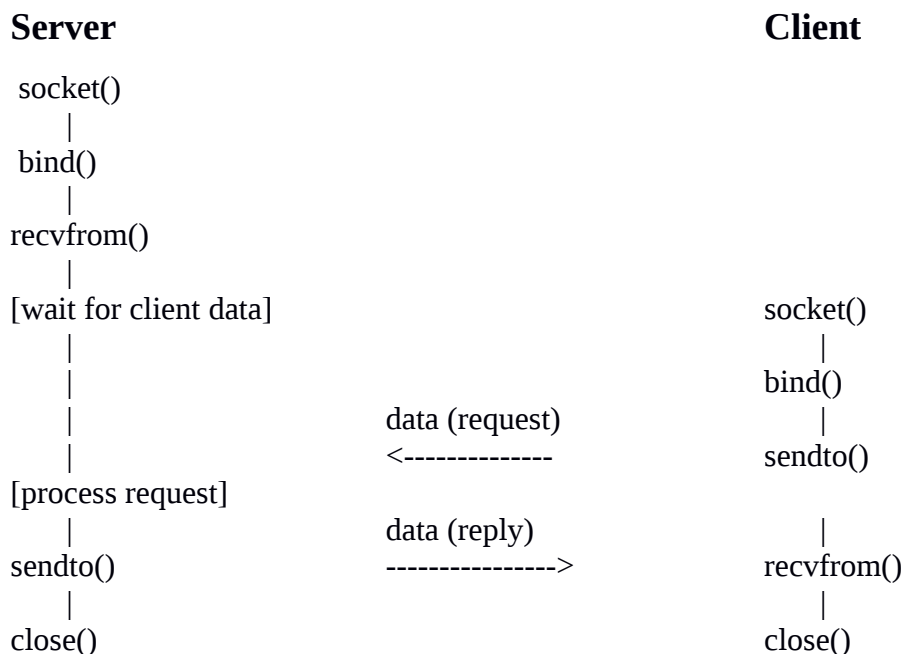
Calculate Server:

Client: Client sends a request to perform a mathematical operation with the required set of operands.

Server: When server receives a request from a client then it performs requested mathematical operation and send the result back to the client.

Hint:

1. Socket API connection-less flow diagram



2. Reference: Unix Socket API documentation

http://beej.us/guide/bgnet/pdf/bgnet_A4.pdf

<http://www.tenouk.com/Module39b.html>