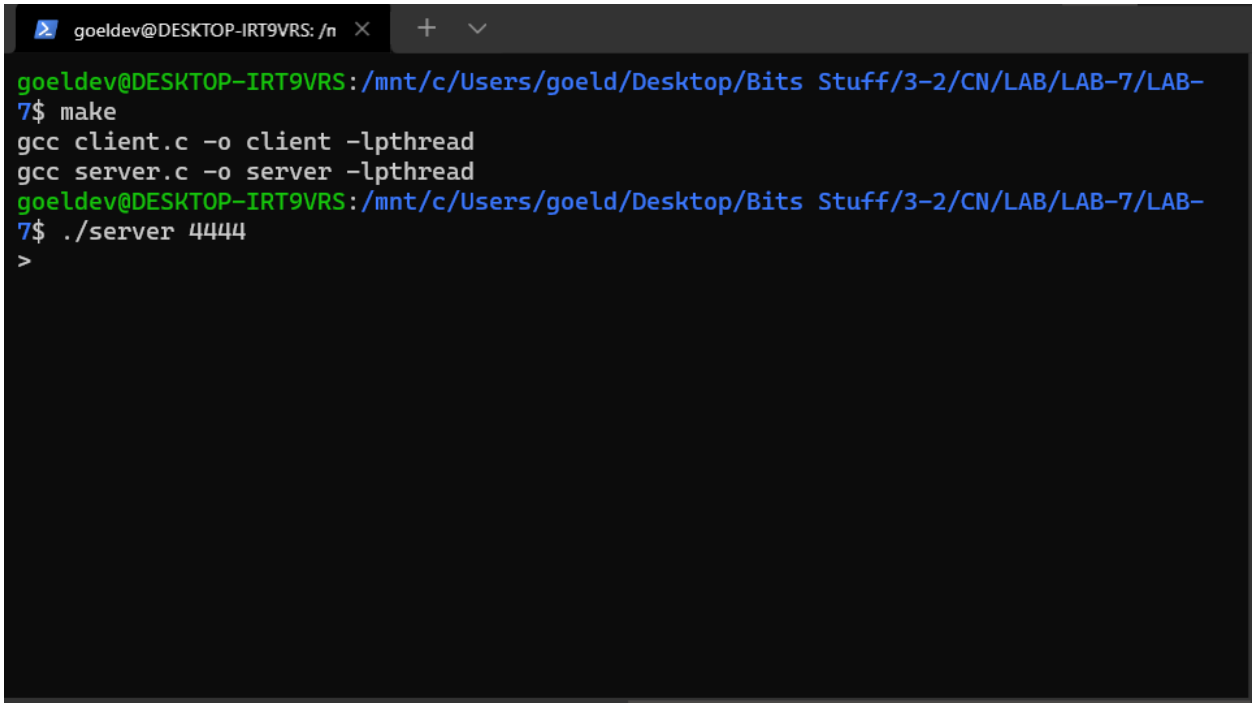
LAB 7 - TCP Server Accepting Multiple Clients

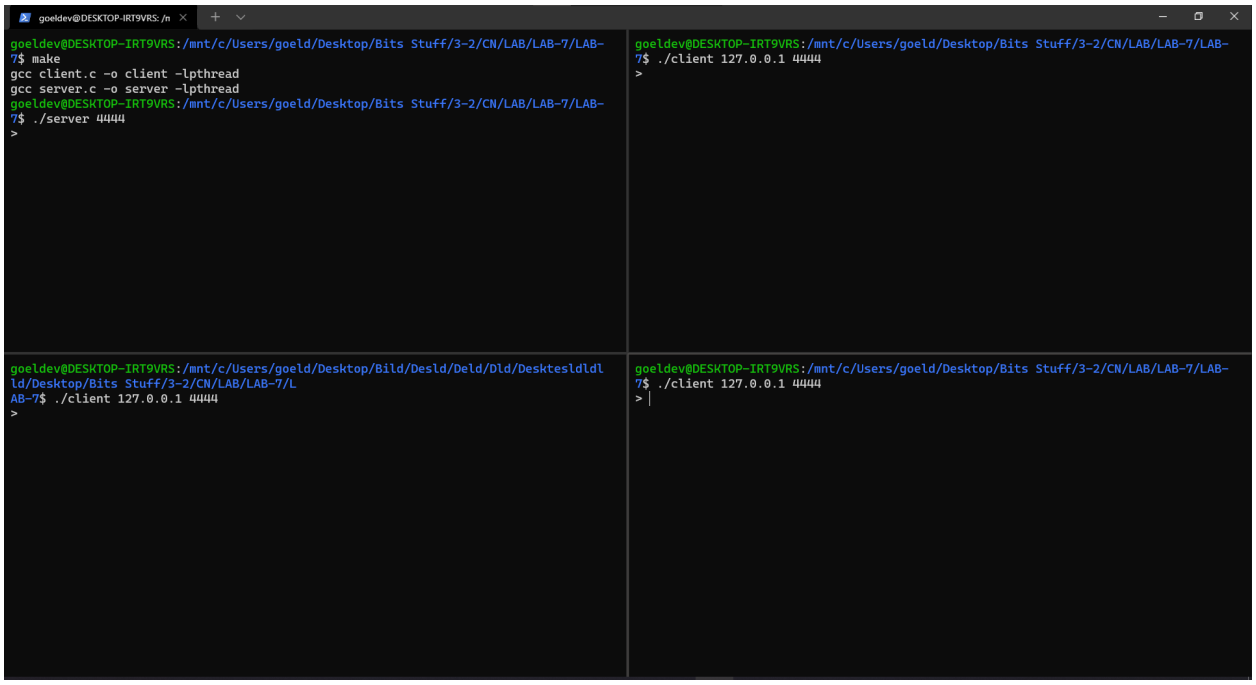
NAME - DEV GOEL
ID - 2019A7PS0236G

THIS DOCUMENT DISCUSSES EACH CASE IN DETAIL RELATED TO THE CLIENT SERVER COMMUNICATION

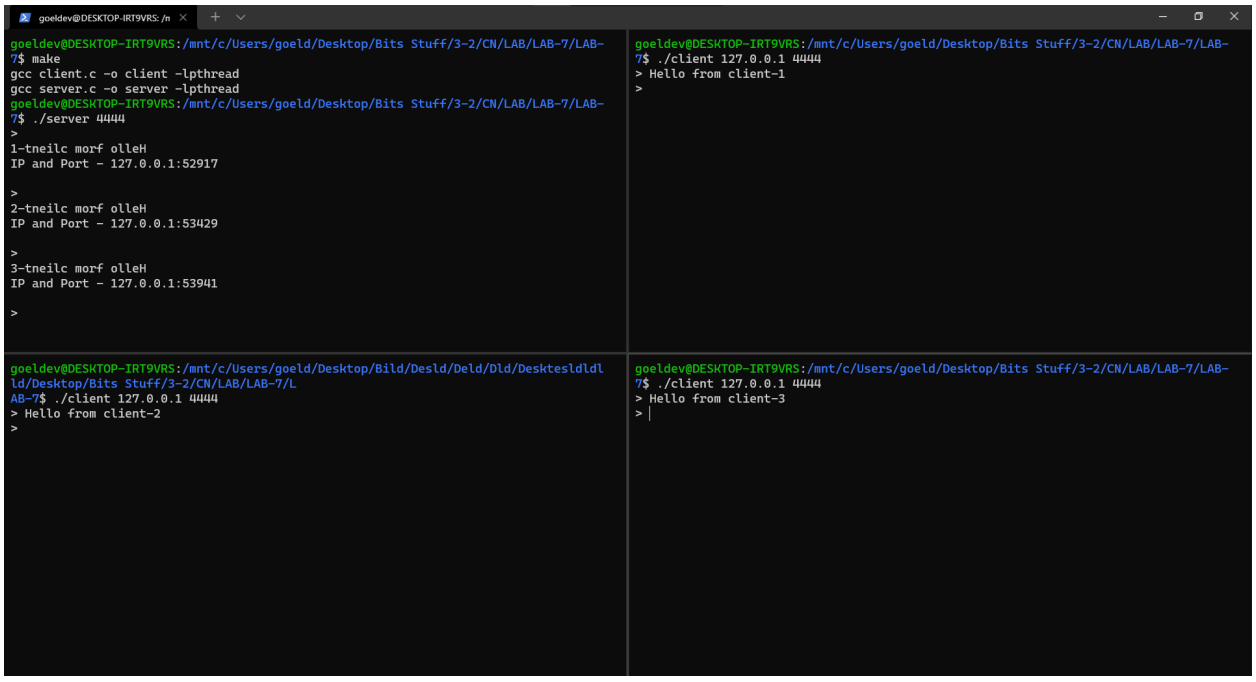
1. The server accepts a port number as command line argument to which it binds.



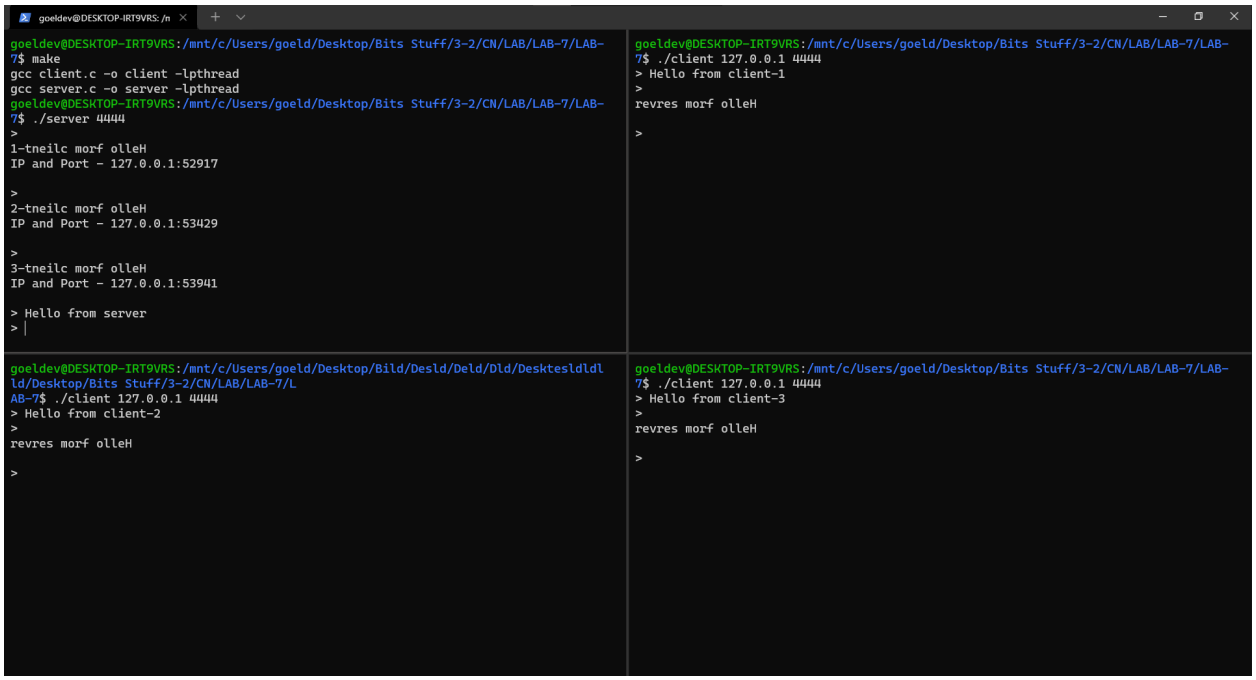
2. The clients (here, 3) accept the IP address and port number at which it will find the server as command line arguments.



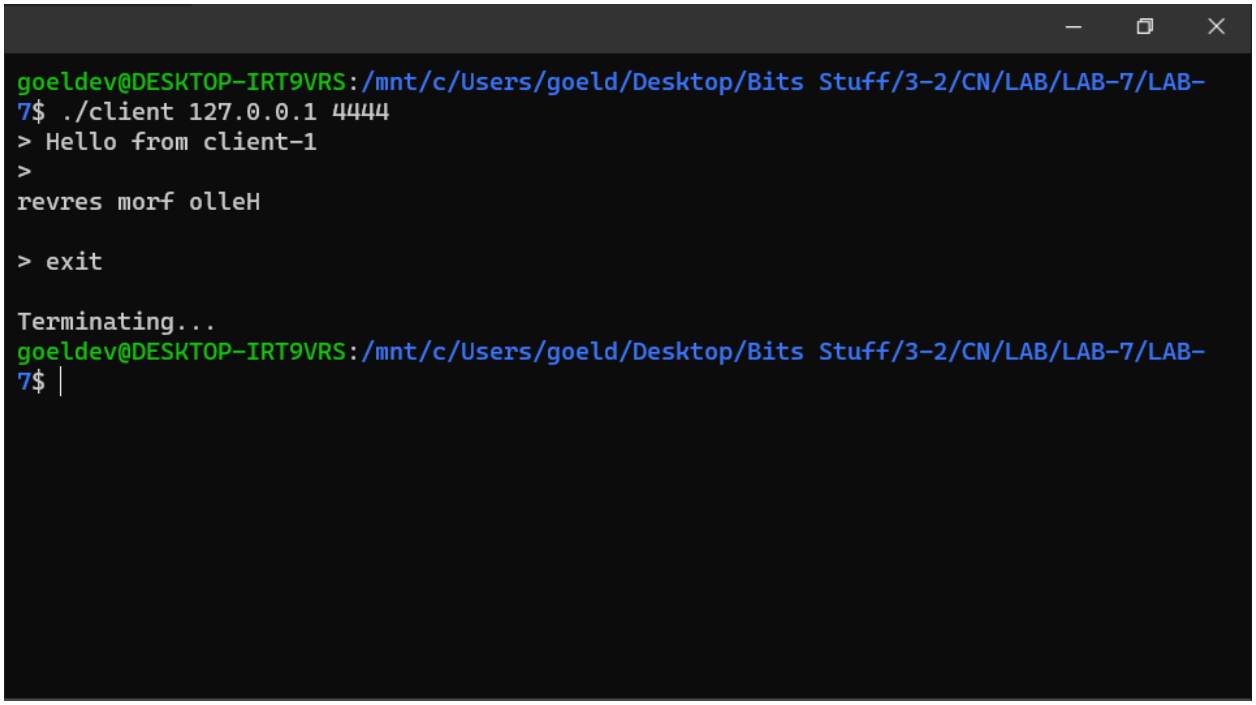
3. After connecting to the server, each client reads a line from the standard input and sends it to the server.



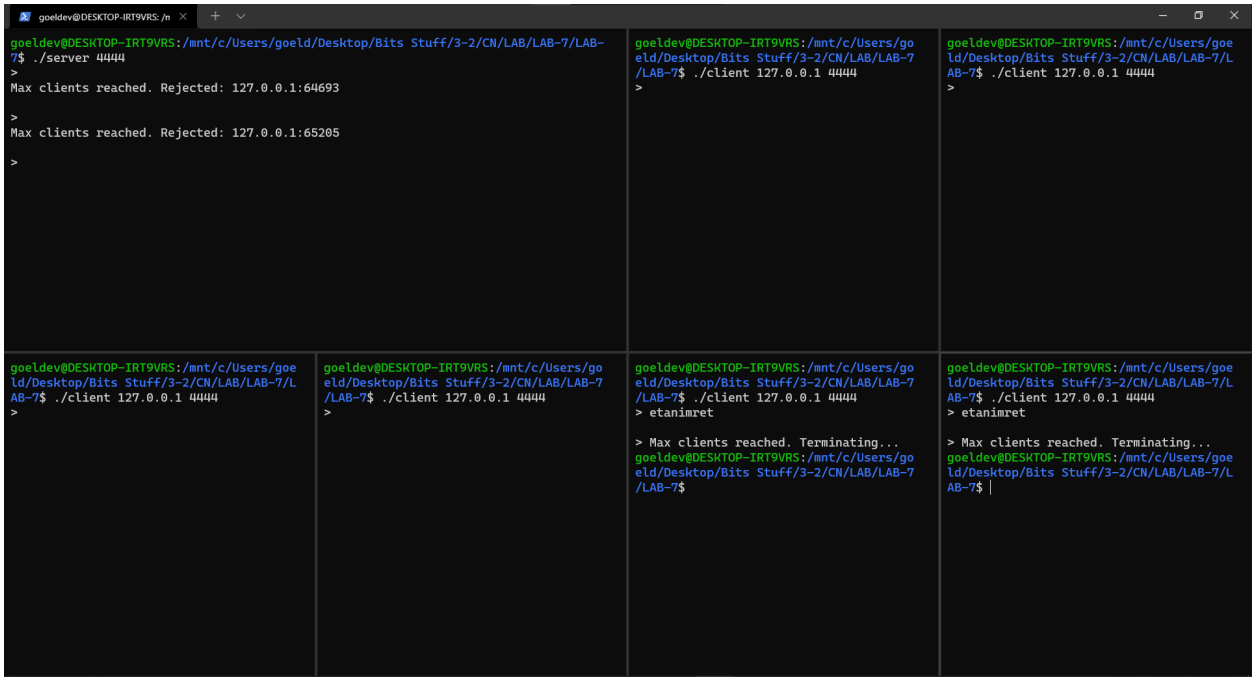
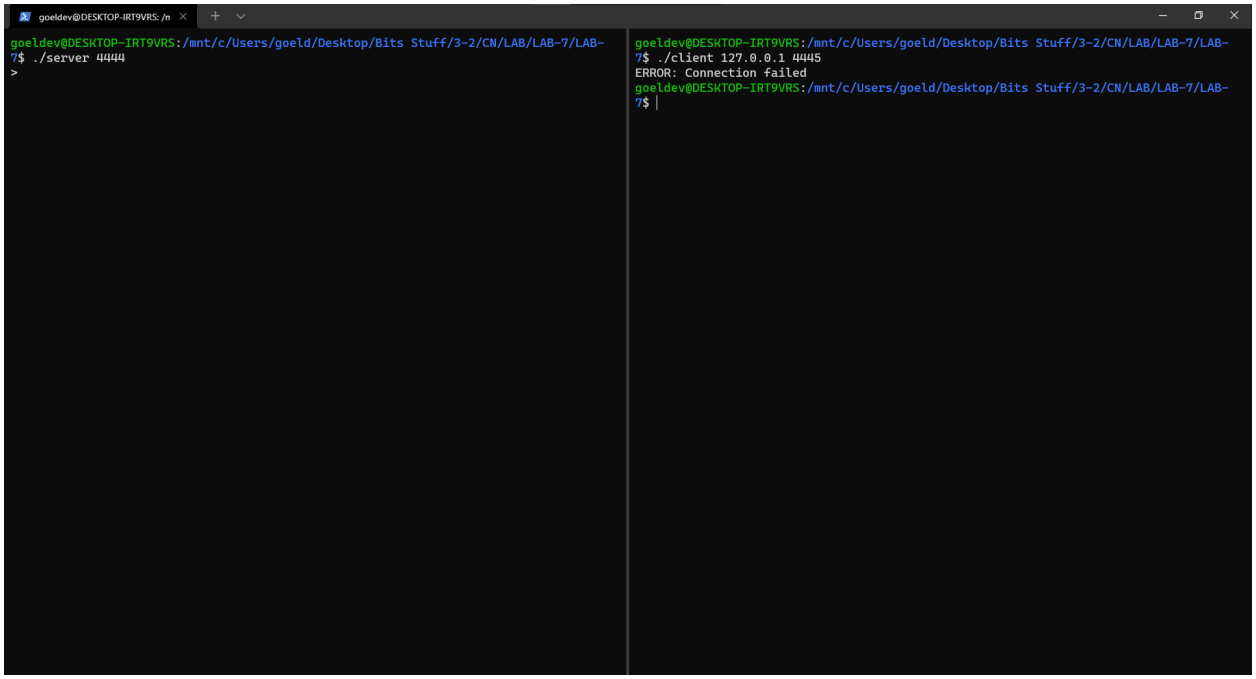
4. Server prints the received line in reversed order with the IP address and port number of the sending client. The server then reads a line from standard input and sends it to all clients. The client prints the received line in reverse order and ready to accept a new line from the user.



5. The client exits if the user types “exit".



6. The server at a time accepts utmost 4 clients. The screenshot shows the 5th client terminating with a message when it connects with the server.



7. If we enter the wrong port in the clients, the client connection fails.