LAB 6 - More on Client Server Communication

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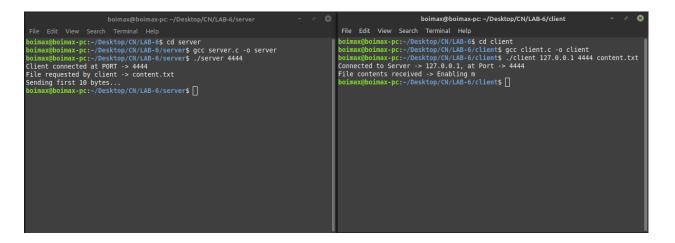
THIS DOCUMENT DISCUSSES EACH CASE IN DETAIL RELATED TO THE CLIENT SERVER COMMUNICATION

Case 1:

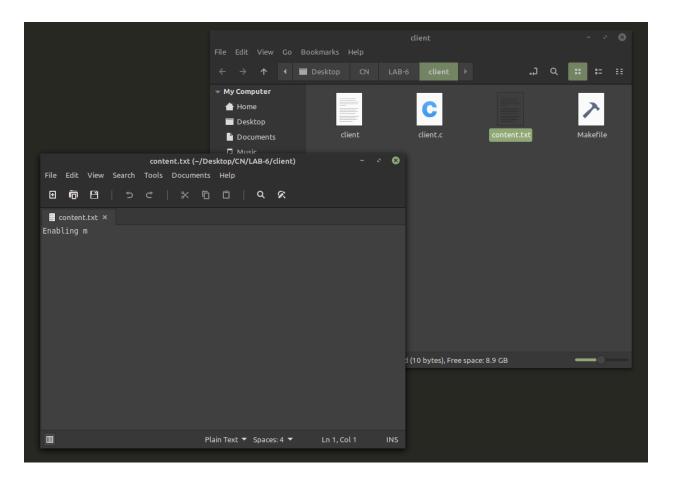
In the below screenshot, we run the server on **port 4444** by supplying the port number as command line argument while executing the server code.

We run the client code, supplying **server address (127.0.0.1 in this case)**, **port number**, and **filename** as command line arguments in that order.

The output received is shown in the below screenshot.

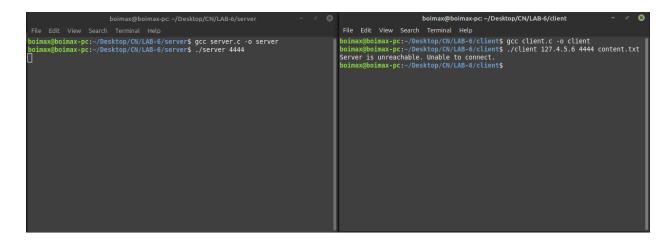


After executing the above code, we can see that a file 'content.txt' is created in the client folder, containing the first 10 bytes of the file we requested from the server.



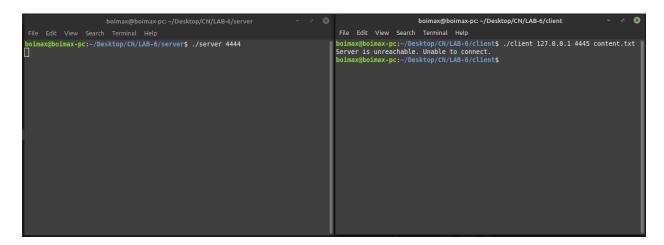
Case 2:

In the below screenshot, we start the server on port **4444**, while we give a **wrong server address** to the client to connect to. The connection fails and an error message is displayed.



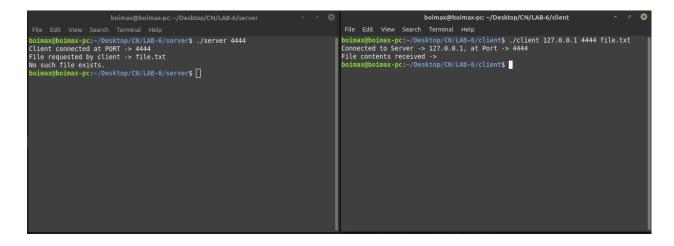
Case 3:

In the below screenshot, we start the server on port **4444**, while we give port number **4445** to the client to connect to. The connection fails and an error message is displayed.



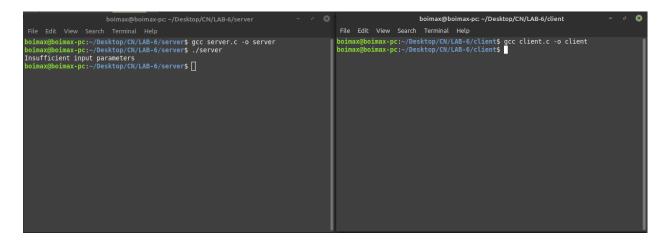
Case 4:

In the below screenshot, we start the server on port **4444**. This time, we give the **name of a file which does not exist in the server folder**. The client connects successfully, but receives an empty file as output.



Case 5:

In the below screenshot, we **do not supply a port number** to the server as input parameter. The server immediately exits with an error message.



Case 6:

In the below screenshot, we **supply an incorrect number of arguments** to the client as input parameters. The client immediately exits with an appropriate error message.

