# Compiling and Running Instructions

1. Using a command line interface, open the directory the source code is contained in. Go to the folder ‘cmake-build-debug’.
2. Type ‘make’ into the interface. Both server.c and client.c will compile after typing this.
3. Type ‘./server’ into the interface. If you do not wish to run the server at port 12345 by default, include the desired port number as an argument (e.g ‘./server 12346’). Server will run after typing this.
4. In a new interface window at the same directory, type ‘./client (ip\_address) (port\_number)’ where ‘ip\_address’ is the ip address the server is on (localhost if using the same computer), and port\_number is the port number the server is running in (12345 if port number wasn’t set serverside). Client will run after typing this. This step can be repeated up to 10 times for up to 10 clients.