**Part 1**

I was unsure how to view the source code of a legitimate application. I was looking in my program files folder, perhaps that was the wrong location, but I didn’t find any source files- only format files and applications themselves (which when opened in a text editor appear as complete gibberish).

How do I go about this?

**Part 2:**

Server.c is crazy similar to the client.c file. The major difference is that the program is always listening for a client connection to a socket which has been permanently established. Whenever the client connects it completes the connection by recording the socket information received and sending/receiving whatever information to it.

**Part 3:**

# include <stdio.h>

# include <string.h>

typedef struct {

unsigned partNumber;

char partArray[25];

} Part;

int main (){

Part a;

Part b[10];

Part \*ptr;

printf(" partNumber for Part a:\n ");

fgets(a.partArray, 25, stdin);

printf(" partName for part a:\n ");

fgets(a.partArray, 25, stdin);

b[3].partNumber = a.partNumber;

b[3].partArray = a.partArray;

ptr= &b[3];

printf("number: ", ptr->partNumber);

printf("name %s: \n\n", (\*ptr).partArray);

return 0;

}

-the highlighted section is the error that I couldn’t figure out, mentioned in my email. It was the only problem left in the program as far as I could tell. As it is now The error was about assigning a char value from a char \* variable. I rewrote it in a few different ways

b[3].partArray= (\*a).partArray;

b[3].partArray= a->partArray;

(both of the above returned an error instructing me to “(have Part)”)

b[3].partArray= Part (\*a).partArray;

b[3].partArray= Part a->partArray;

(the last two returned that the compiler expected ‘an expression’ before part. I don’t know what expression it is expecting, I tried fiddling with it for a long time but I couldn’t fix it, could you tell me what I’m doing wrong?)