

Topic: Client and server software design using sockets

- 1. Read Chapters 4 through 11 of the textbook (Comer).**
- 2. Write a UDP client program for DAYTIME service.**
- 3. Write a TCP client program that contacts two TIME servers and reports the times they return as well as the difference between them.**
- 4. Write TCP client and server programs that the client passes an integer to the server as a command line argument. The server receives the message, takes the square root of the integer, and sends the result back to the client. The client then receives the value and prints out both numbers. Your code should be able to handle errors in the command line arguments as well as if square root cannot be calculated for a number.**