

## UDP with Reliability Assignment

There are two programs `UDP_client.c` and `UDP_server.c`

To compile the programs -

```
gcc -o userver UDP_server.c
```

```
gcc -o uclient UDP_client.c
```

Run the programs using following commands -

```
./userver <portno>
```

```
./uclient <hostname> <portno>
```

Then the client asks the file name , which it sends

The server constructs the received file with name

**"some\_random.txt"**

## TCP with Concurrency Assignment

There are two programs `tcpclient.c` and `tcpserver.c`

To compile the programs -

```
gcc -o server tcpserver.c
```

```
gcc -o client tcpclient.c
```

Run the programs using following commands -

```
./server <portno>
```

```
./client <hostname> <portno>
```

Then the client asks the file name , which it sends

The server constructs the received file with name

**"new\_random3241.txt"**