## CSE 534: Fundamentals of Computer Networks (Spring 2017)

## **Programming Assignment #1 – Socket Programming**

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## Test

\*\* When I was testing my code. I didn't have other computers so my own laptop was both server and the client. That was the reason the server's IP address was 0.0.0.0

1. When starting Server.java

```
Server Screen!
Server information: 0.0.0.0/0.0.0.0
Port number: 50000
Waiting the client to connect
```

2. When starting Client.java

```
Client Screen
Client information: 192.168.0.2
```

3. When request has arrived

```
Server Screen!
Server information: 0.0.0.0/0.0.0.0
Port number: 50000
Waiting the client to connect
Client [/192.168.0.2:50000] is Requesting a Connection. Accept Connection (Yes/No)?
```

4. When entering Yes/ no

```
Server Screen!
Server information: 0.0.0.0/0.0.0.0
 Port number: 50000
Waiting the client to connect
Client [/192.168.0.2:50000] is Requesting a Connection. Accept Connection (Yes/No)?
Connected!!
Server information: 0.0.0.0/0.0.0.0
Port number: 50000
Waiting the client to connect
Client [/192.168.0.2:50000] is Requesting a Connection. Accept Connection (Yes/No)?
!!!GOOD BYE!!!
      5. Sending message in the server/ receiving message in the client
Client Screen
Client information: 192.168.0.2
Server [0.0.0.0:50000] says : Hello Client!
      6. Sending message in the client/ receiving message in the server
Server [0.0.0.0/0.0.0.0:50000] says : Hello Client!
Client [/192.168.0.2:50000] says : Hello!
      7. Entering /view in client
```

## 8. Entering /get marshmellow.jpg in client

The one sent from the server which directory was in the Picture folder in the picture below

settings bin

Picture

src

classpath

\_\_\_\_\_.project

chocolate marshmellow

cket > Chatting > Picture



marshmellow