**Network Programming**

1. Write a socket program to implement a simple calculator using TCP Socket.
2. Write a socket program to check whether a string is a palindrome or not using TCP Socket.
3. Write a socket program to implement a simple chat between the client and server using TCP Socket.
4. Write a socket program to send some messages to the server until the client types “bye” using UDP.
5. Write a program to find the square of a number using concurrent communication of the client to the server using a TCP Socket.
6. Write a program to input employee id, name, designation, and salary from a client machine and send them to the server using TCP Socket and store those data in a database.
7. Create a database with attributes of employee id, name, designation, and salary and store manually some data in the database. Write a program to input, the employee id from the client machine and send it to the server using a TCP socket and the server fetch the employee details and return back to the client machine.
8. Create a database with attributes of employee id, name, designation, and salary and store manually some data in the database. Write a program to input, the employee id from the client machine and send it to the server using a TCP socket and the server deletes the employee details and returns a proper message to the client machine.
9. Create a database with attributes of employee id, name, designation, and salary and store manually some data in the database. Write a program to input existing employee details from the client machine and send it to the server using a TCP socket the server updates the employee details and returns a proper message to the client machine.