

## **Lab Task**

### **Question No. 1: [5 marks]**

Design a client-server model for one-way communication. The client should send messages and the server should be able to receive messages. The client should send a number and the server should respond whether the number is even or odd.

For example:

Client sent 2

Server should display 2 is an even number

Client sent 7

Server should display 7 is an odd number

### **Question No. 2: [5 marks]**

Write a pair of UDP client/server program showing the two-way communication between client and server. Each message should display the number of bytes of the message received. The communication should end when one of them enters the string "exit".