

EE 5379 Network Protocols
Programming Assignment #2: Computation Application 2.0
Due Date: April 13, 2020 (before Midnight)

Objective:

- 1) To improve a network application that performs computation.

Instructions:

- 1) Update your client and server applications to take a variable number of real numbers. The following data structure should be used:

```
#define OP_SUM 0
#define OP_MEAN 1
#define OP_MIN 2
#define OP_MAX 3
```

```
typedef struct
{
    int operation;
    int size;
} sCOMP_REQ;
```

- 2) *The request structure no longer contains the numbers.* Instead you should use **memcpy()** to setup a message that begins with sCOMP_REQ and then appends the double-precision floating point numbers to be sent to the server.
- 3) The server performs the requested computation and returns the double-precision floating point (real) number to the client.
- 4) Submit, via Blackboard, the deliverables described below. Use all lower case characters for your file names.

Deliverables:

- 1) Submit clientApp.c and serverApp.c **with good comments** in a compressed tar file: firstinitiallastname_prog2.tgz.

Scoring:

Operation/Successful Demonstration	50%
Adherence to Specifications	40%
Quality of Comments	10%
Lateness	-10% per day (including weekends and holidays)