Project 2

In this project, implement the same simple student database using UDP as the transport protocol, rather than TCP. You can reference the sample code when you make connections and see the difference from TCP.

Run your client program on zeus and your server program on eros.

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See sample code for your reference to set up the UDP connection.

You do not have to stick to the sample to make connections. You can use any that makes a UDP connection. You start the program by making the connection first, and then see if you can let two machines communicate with each other using simple messages, and then try more complicated messages. You are flexible in designing user interfaces as long as you satisfy the above basic requirements. You can write the program in C, Java, or Python.

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Submission:

In order not to lose any files, you'd better zip all your files into a .zip file. Submit your project to CANVAS. You should write a readme textfile telling the grader how to compile and run your programs. Without this file, it is very likely that your project will not be run properly.

Please submit your program before deadline to CANVAS. I do not accept programs through emails.