Server:

* Serve multiple clients in sequence, but only one at a time
  + Taking the inputs correctly
  + Transferring file over the network.
* Six inputs, including the executable

Client

* Connect to server
* Receive transferred file
* Save the file at a given location
* Six inputs, including the executable

# Step 0

IP Address: 2607:f140:400:a008:3d28:4c77:170:7a19

# To do before 2-16

* Examples of TCP and UDP
  + Book
  + Wikipedia (Berkeley sockets)
* gethostbyname
* stopwatch
* bzero bcopy
* flags
* Cygwin
  + Packages
    - Python
    - Git
    - Gcc (gnu)
    - Devel
  + Make sure you can compile

# Questions

* How do we have a connectionless socket without a checksum? Do you have to remove it manually, or is there an input for that?
* Does the example in the book on page 57 allow consecutive connections without restarting? It seems not, but I’m not sure.
* Why is size of buffer printing “1” and “4”?
* How to use “gethostbyname”?

Note from 2-16

# To do:

-figure out branching and git merging:

- when one user creates a branch , and the other doesn’t see it.

- review difference between fputs and fprintf

- Diff between NULL and 0 in C

# Questions:

These questions are in addition the ones from 2-14

* Does the client know the buffer size?
* STATUS\_ACCESS\_VIOLATION

