Computer Networks Lab (CS 356)
Lab Assignment 2
Due-29/05/2020

1. Create a Client-Server model using Socket Programming in C. Each client should be able to send messages to a specified client, some specified clients or all the clients, through the server. The clients should send the message from the standard input and the received messages should be printed on the standard output. It should compile and run without errors producing two binaries called server and client. Both the client and server should generate an appropriate error message and terminate when given invalid arguments.