**Project Description**

**Client Server System**

A connection is established between the client and the server and then these two can send and receive information. Most interprocess communication use client server model and the system calls are used for establishing a connection between both of them which involves the basic construct of a socket.

Steps for Client side :

1. Create a socket with **socket()** system call.
2. Connect the socket to the address of the server using **connect()** system call.
3. Send and receive data using **read()** and **write()**.

Steps for Server side :

1. Create a socket with **socket()** system call.
2. Bind the socket to an address using **bind()** system call.
3. Listen for conenctions using **listen()** system call.
4. Accept the connection using **accept()** system call.
5. Send and receive data.

**Operating System used :** **Ubuntu 15.10**

**How to run ?**

After creating two files **client.cpp** and **server.cpp,**

1. Open two terminals on Ubuntu.
2. In terminal 1 (server side), type the following commands :
3. g++ server.cpp –o server
4. ./server
5. In terminal 2 (client side), type the following commands :
6. .g++ client.cpp –o client
7. ./client
8. The processes are now in running mode.
9. Type the messages to be passed from the client to the server and vice versa.