WRITEUP

Testing:

1. In my program I ONLY used curl to test my server
2. I made sure to use different names for filename sin order to test if the reuirements were being met
3. I also used the -o flag in curl to make sure that the correct file/contents of file were bign sent
4. I also manually changed the permissions of some files to test wether or not it will return the correct header file
with the correct status code
5. for the command line arguments i printed them out to make sure it was setting the variables to the correct input such as hostname/IP and Port #

What happens in your implementation if, during a PUT with a â€‹Content-Lengthâ€‹, the connection was closed, ending the communication early? This extra concern was not present in your implementation of â€‹dogâ€‹. Why not? Hint: this is an example of complexity being added by an extension of requirements (in this case, data transfer over a network).

If the socket is closed early then the server is just sending headers to a socket that does not exist. This I believe will crash the server as it is trying to do something that it does not have access to.