**Lab 1 – Programming Assignment**

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**Does the code work?:**

Yes, my code works. I have tested all of it, and it runs without a hitch on the Auburn tux machines. I have attached some screenshots of my results below for each of the clients and servers.

**Server11**

A screenshot of a computer program

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.

**Client11b**

A screenshot of a computer

AI-generated content may be incorrect.

**Client11c**

A screenshot of a computer program

AI-generated content may be incorrect.

**Server12**

A screenshot of a computer

AI-generated content may be incorrect.

**Client12**

A screenshot of a computer

AI-generated content may be incorrect.

**Explain how to compile and execute code:**

**server11.c**

Compile: gcc server11.c -o server11

Run: ./server11 &

Kill: pkill server11

**client11b.c**

Compile: gcc client11b.c -o client11b

Run: ./client11b localhost

**client11c.c**

Compile: gcc client11c.c -o client11c

Run: ./client11c localhost

**server12.c**

Compile: gcc server12.c -o server12

Run: ./server12 &

**client12.c**

Compile: gcc client12.c -o client12

Run: ./client12 localhost 100 + 50 (or other operations)

**Report bugs/problems:**

The only problem that I encountered was packet loss with client11c. This is due to the sender creating and sending the packets faster than the OS can process them. Since this uses UDP, packet loss is expected. The times are so close together because it was run on a local machine.