

# Networks Lab Assignment-1

## PART 1: String Reversal Server using TCP Sockets

The problem is to implement a client-server user-level application using sockets API in C. The server accepts a string from the client and replies with the reverse string. For example, when a client sends "NITC", the Server replies with "CTIN". Both server and client(s) have to output both sending & receiving strings on the terminal. During the evaluation, you will be asked to do minor modifications.

## PART 2: String Reversal Server using UDP Sockets

This problem is the same as the above problem except that here you will be using UDP sockets for implementing the client-server application.

***Submit assignments on Eduserver before 9.00 AM, January 13<sup>th</sup>, 2023.***

**The details of the file naming format and link for the submission will be shared later.**

Useful links:

- Beej's Guide to Network Programming Using Internet Sockets:  
<http://www.beej.us/guide/bgnet/>
- Programming UNIX Sockets in C - Frequently Asked Questions:  
<http://www.softlab.ntua.gr/facilities/documentation/unix/unix-socket-faq/unix-socket-faq.html>