CSC 2770
Programming Challenge 2
Basic Web Server

Challenge

Copy the supplied HTTP_Client.c and HTTP_Server.c to your virtual machine. Create a make file (see Programming Challenge 1) to build and run the project.

Extend the HTTP_Server by adding code to the connection_handler() function that breaks down the HTTP request from the client into **method**, **url**, and **protocol** variables. Write a concatenated response that includes the **hello**, **method**, **url,** and **protocol** variables.

The output should look something like:

```
HTTP/1.1 200 OK
Content-Type: text/html
Content-Length: 12
Method: %s
URL: %s
Protocol: %s

Hello, world!
```

End the output with two new lines ("\n\n"). Your **buffer** variable, what you read from the client, should be 1024 characters long. Your **method** variable should be 16 characters long. Your **url** variable should be 1024 characters long, and your **protocol** variable should be 16 characters long. Use the sscanf() function to extract information pieces from the **buffer** variable.

Evaluation

Create a GitHub repo for your programming challenge project. You must add **elbrown-tntech** and **faithnlee** as collaborators. Submit the URL for the repo to the iLearn dropbox for Programming Challenge 2 for evaluation.