USER-MANUAL

Requirement -

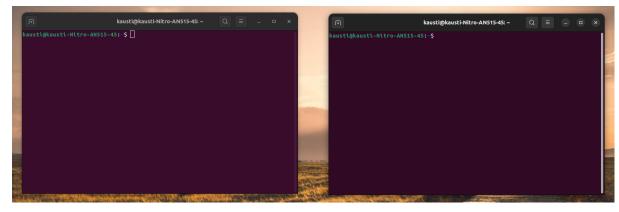
The Operating System should be Linux

Assumption -

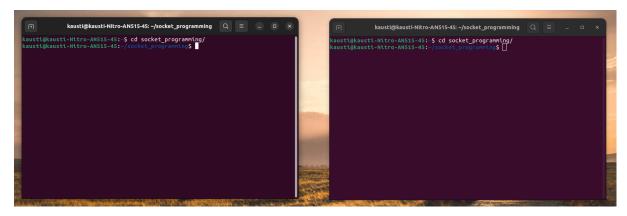
- 1)Server is Sender.
- 2)Client is Receiver.

Steps -

1) Open the Linux Terminal twice. You should be getting two separate terminal windows.

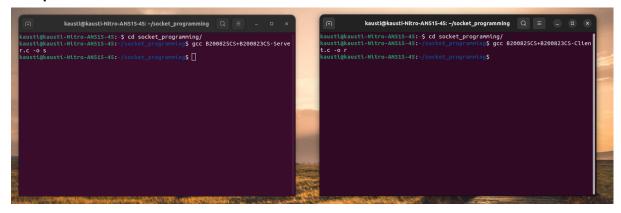


2) Go to the directory in which the program files are stored by typing the command **cd directory_name/** in both the terminals.

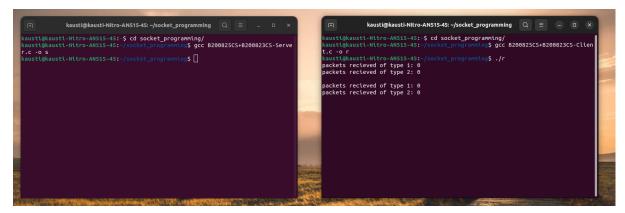


3)Compile the Server and the Client code file by typing the command **gcc**

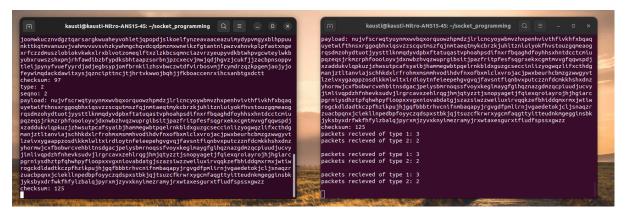
B200825CS+B200823CS-Server.c -o s and gcc B200825CS+B200823CS-Client.c -o r in the respective terminals.



4)First start running the command ./r in the client terminal.



5)Then run the command ./s in the server terminal.



You will be getting the output as shown in the terminal displaying payload, checksum, type, acknowledgement etc.

6)If we want to cross check or put a stop to the communication between the client and server, press **Ctrl+C** on the keyboard to stop at both the terminals.

