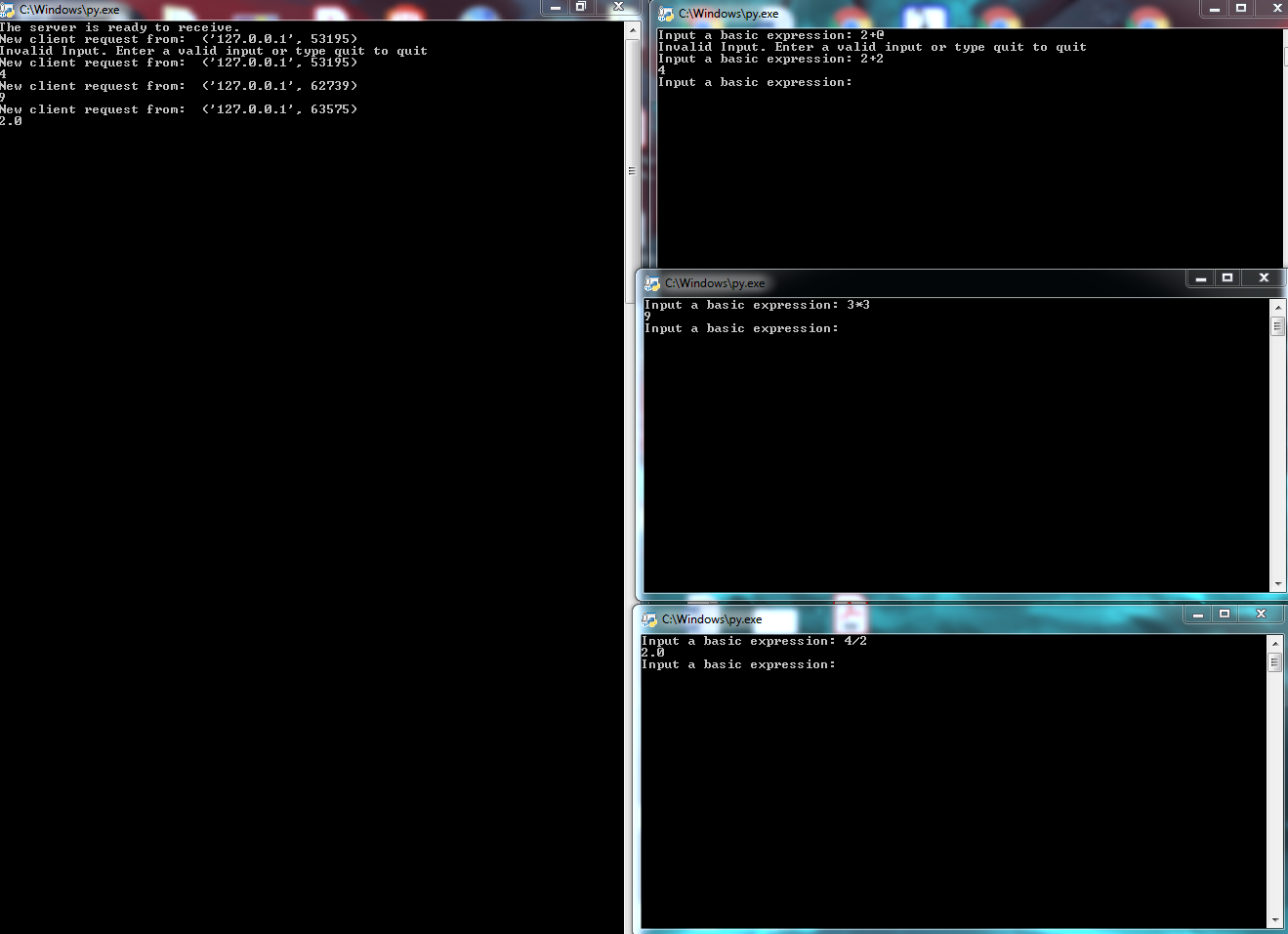
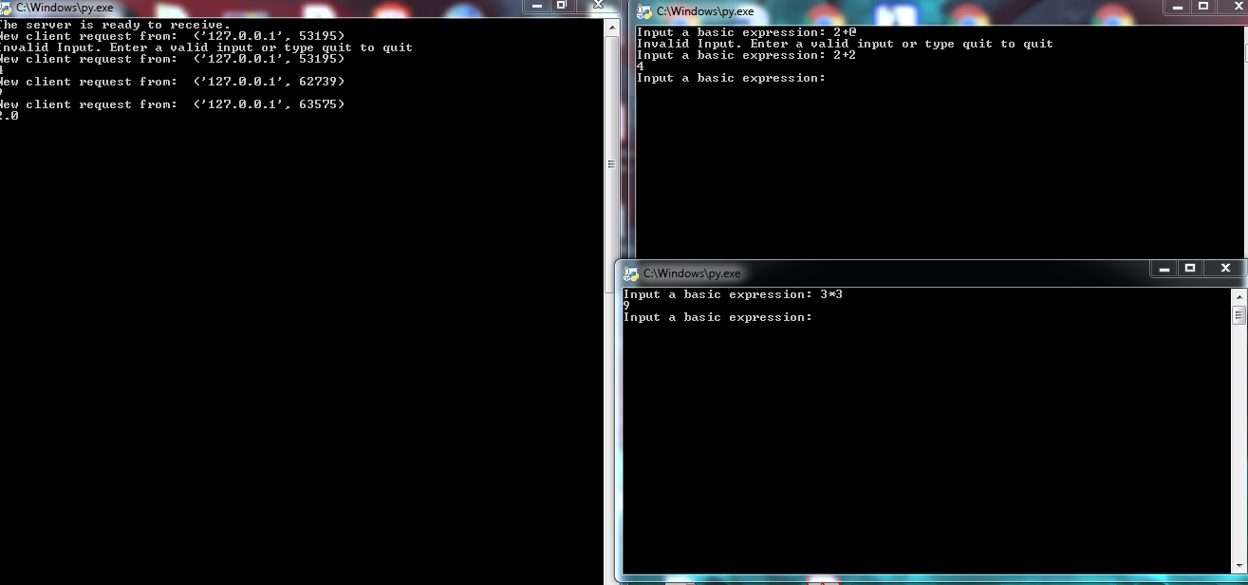
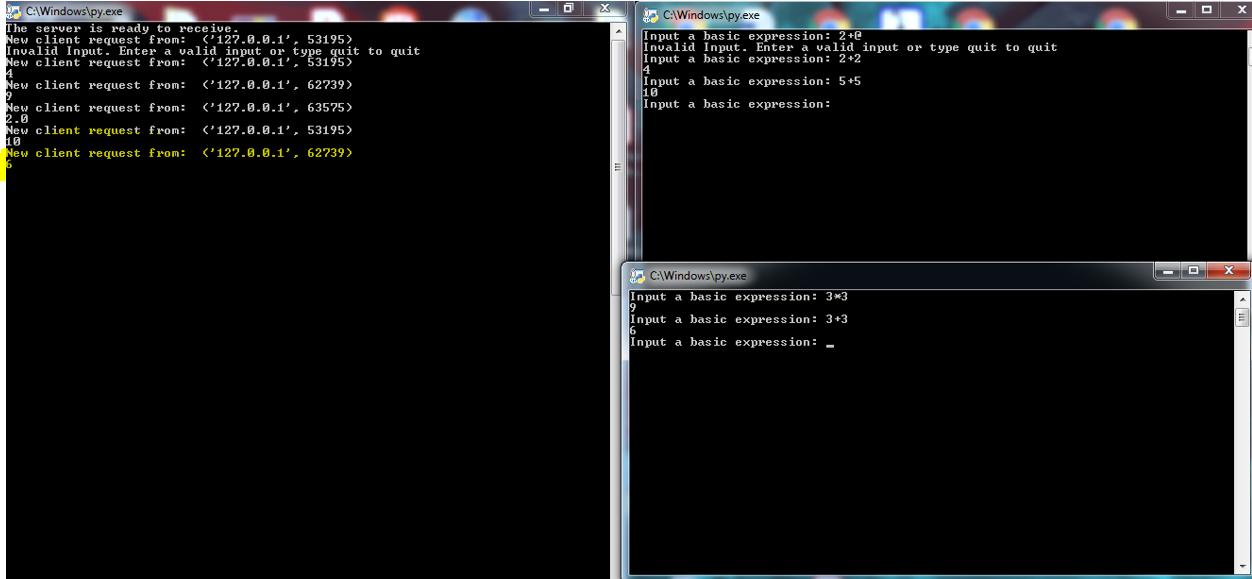
Michael Hernandez  
CSIT 340 Computer Networks  
Socket Programming Math Service Project Report

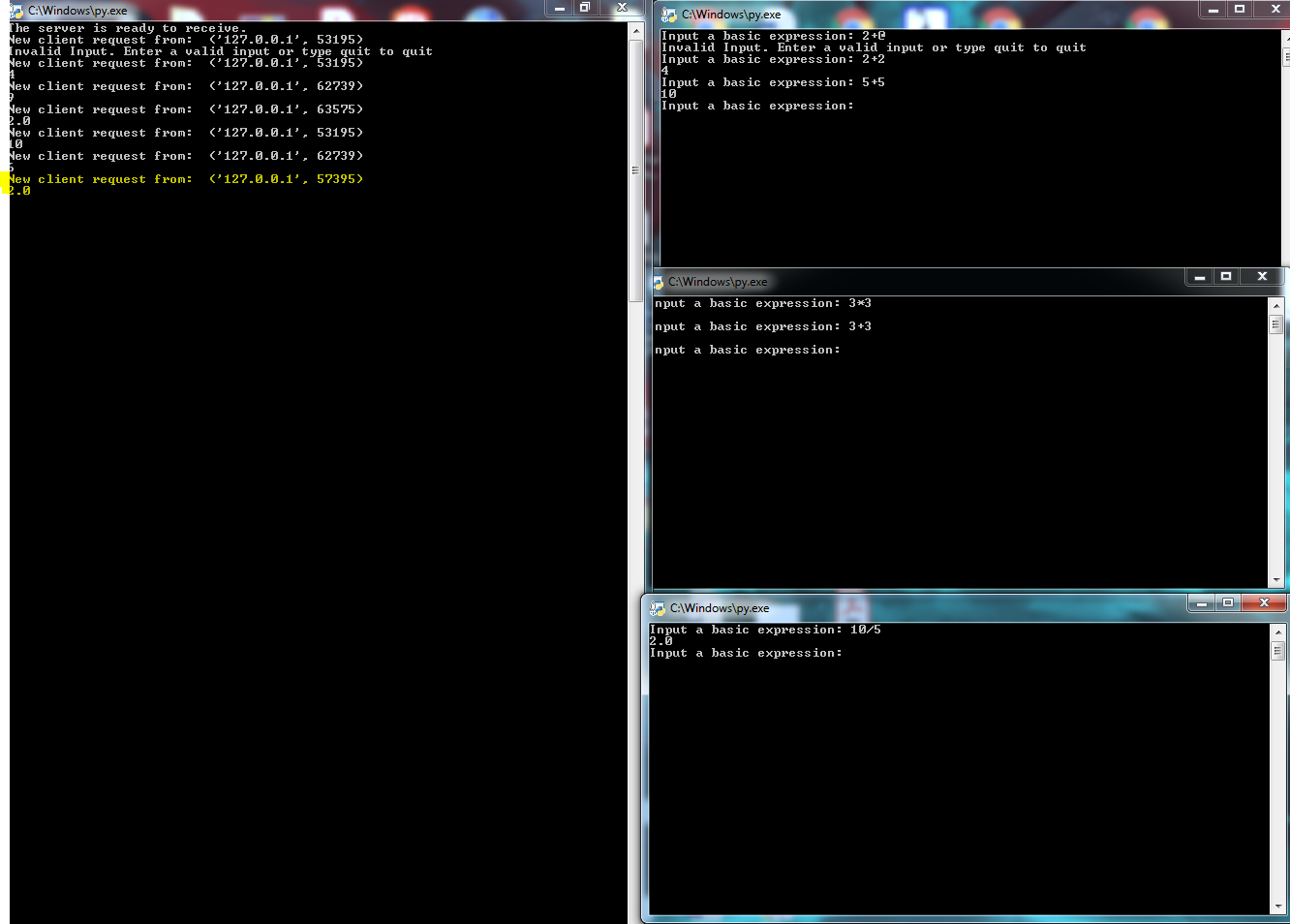
**UDP Version Test:**



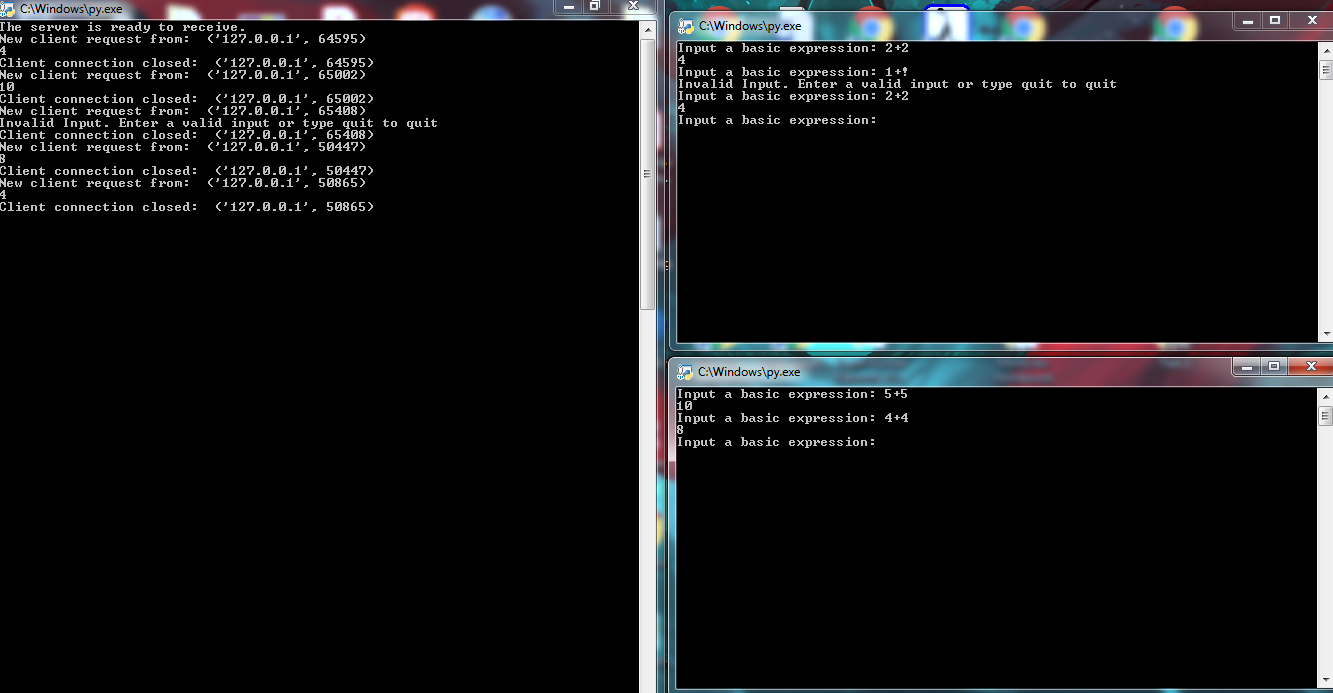
**UDP ‘Exit gracefully’ test:**



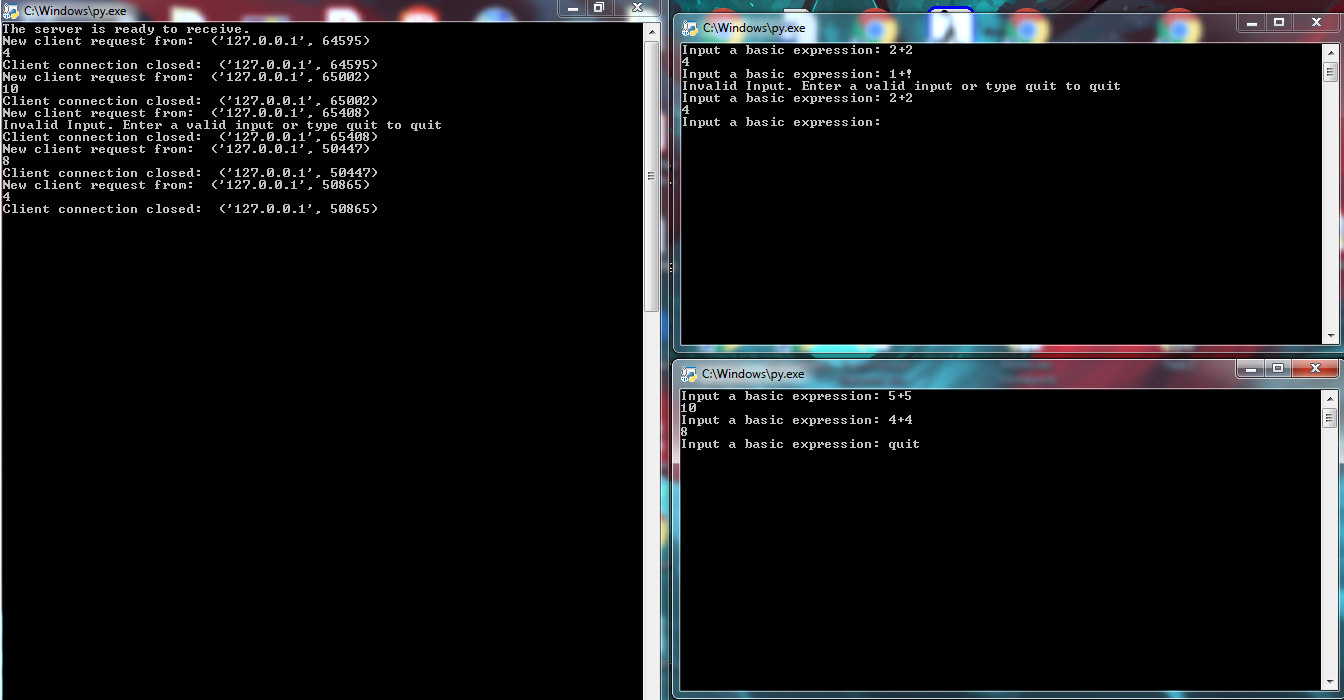


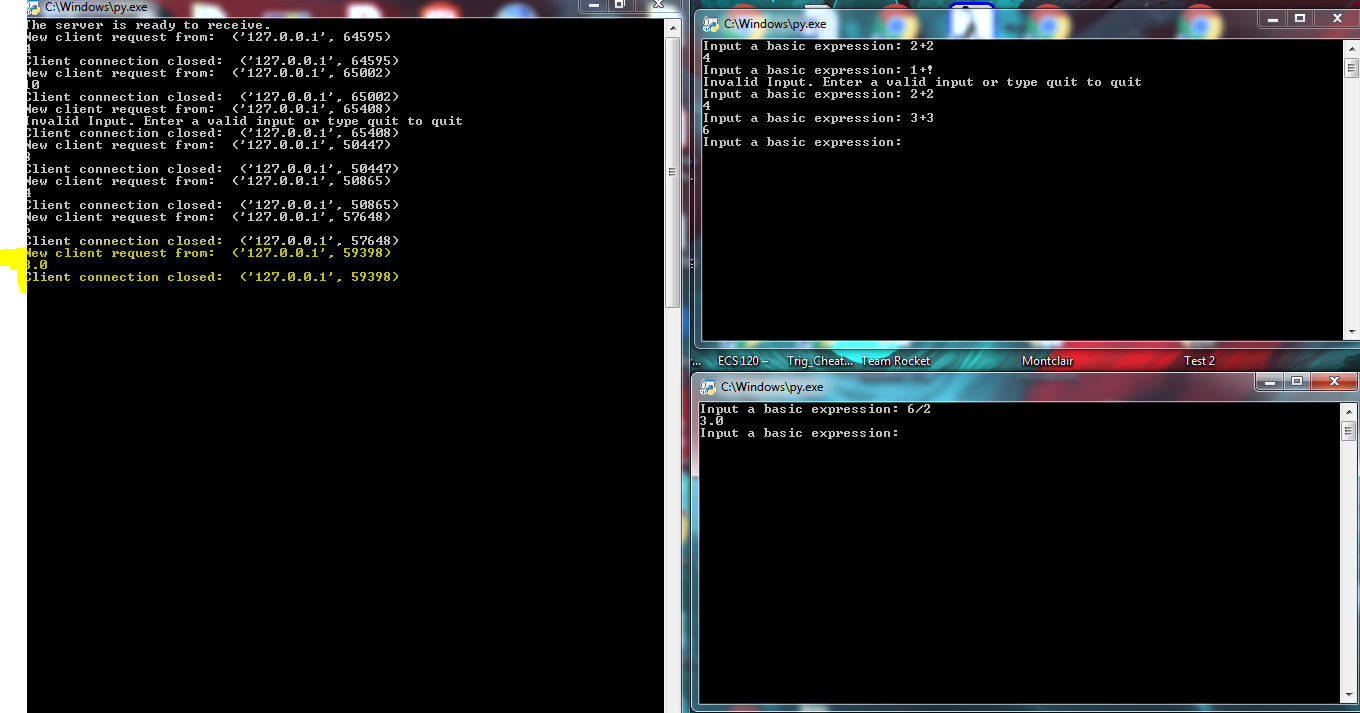


**TCP NonPersistent test:**



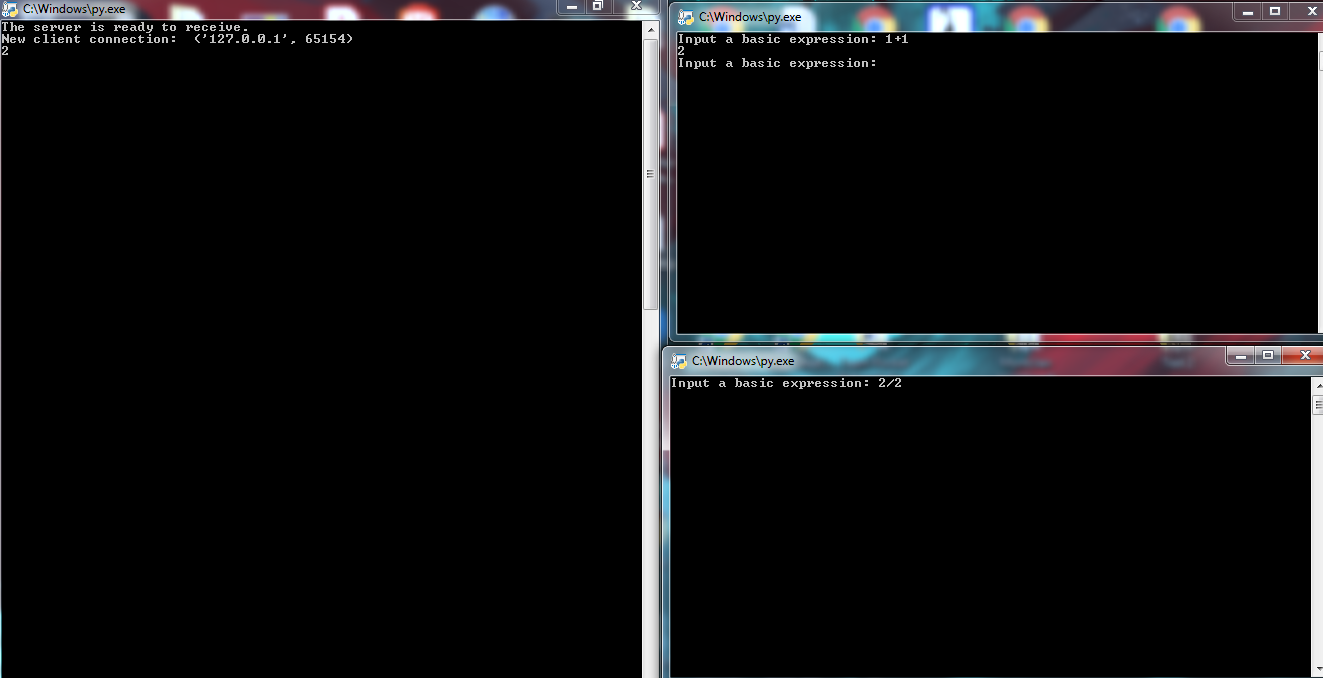
**TCP Nonpersistent ‘Graceful exit’ test:**

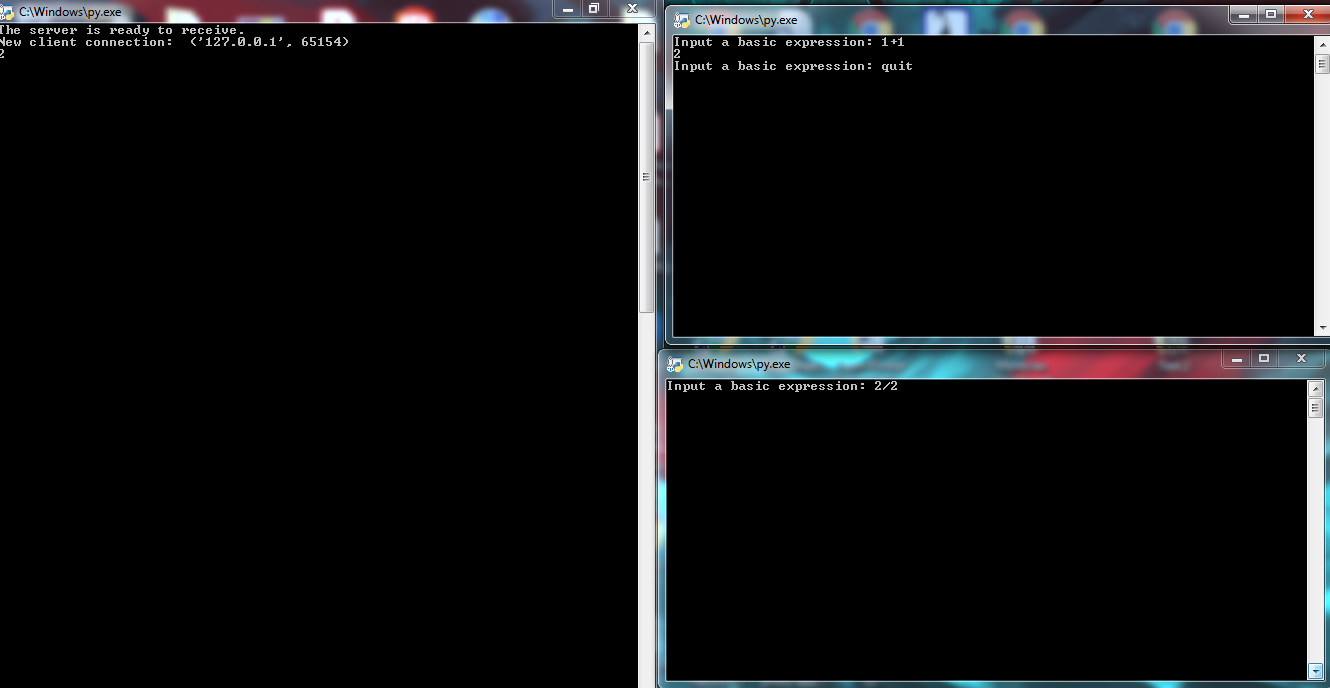


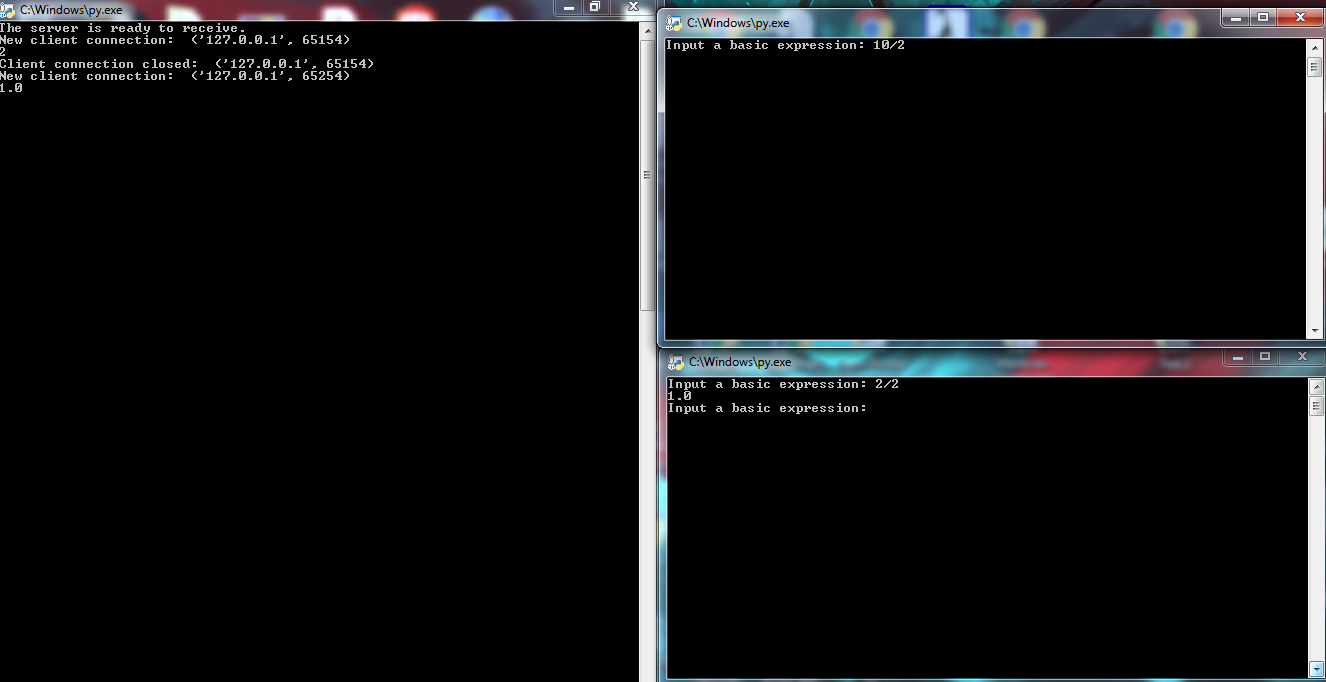


**TCP Persistent test:**

**Second connection must wait until the first one quits:**

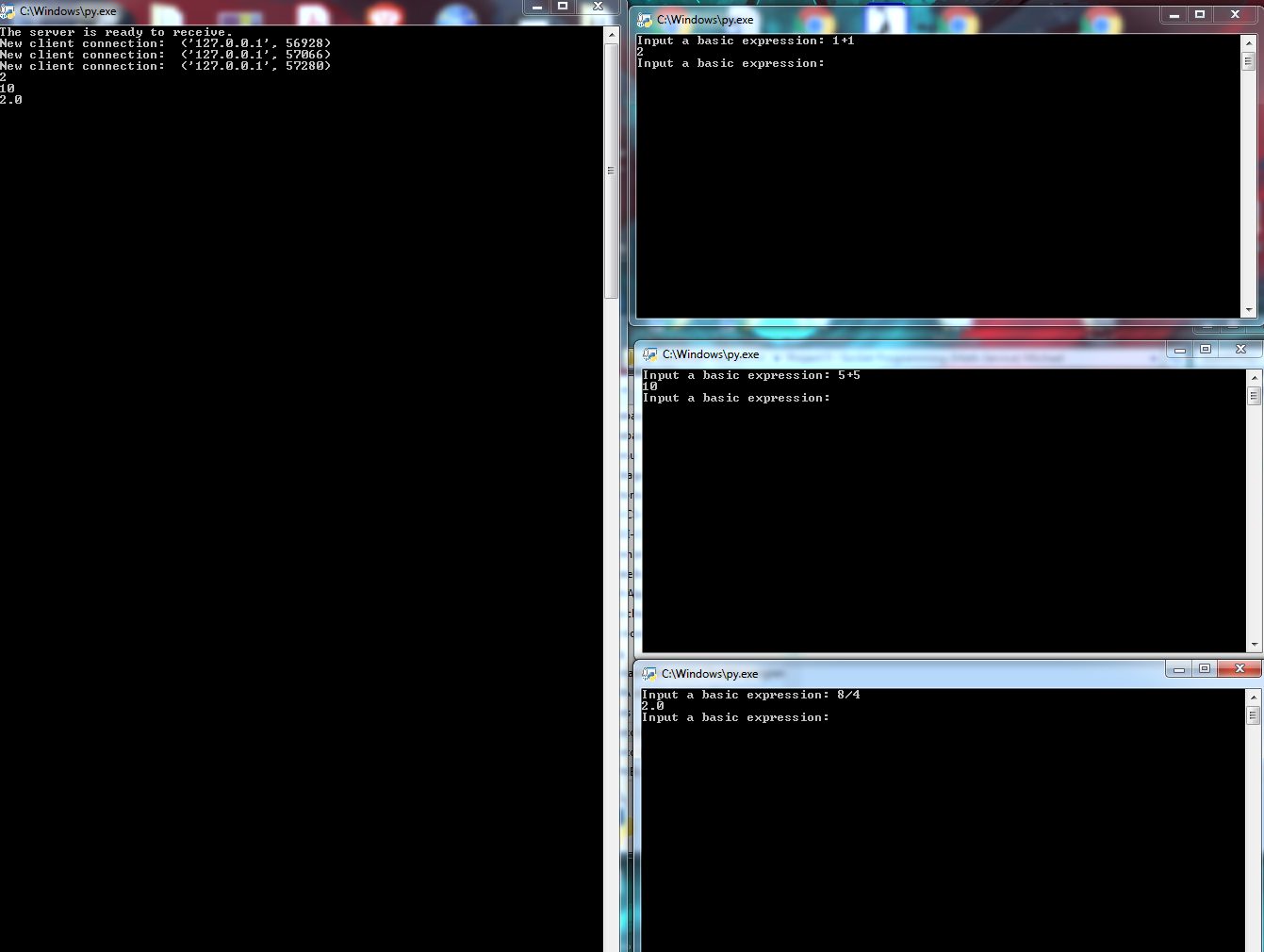




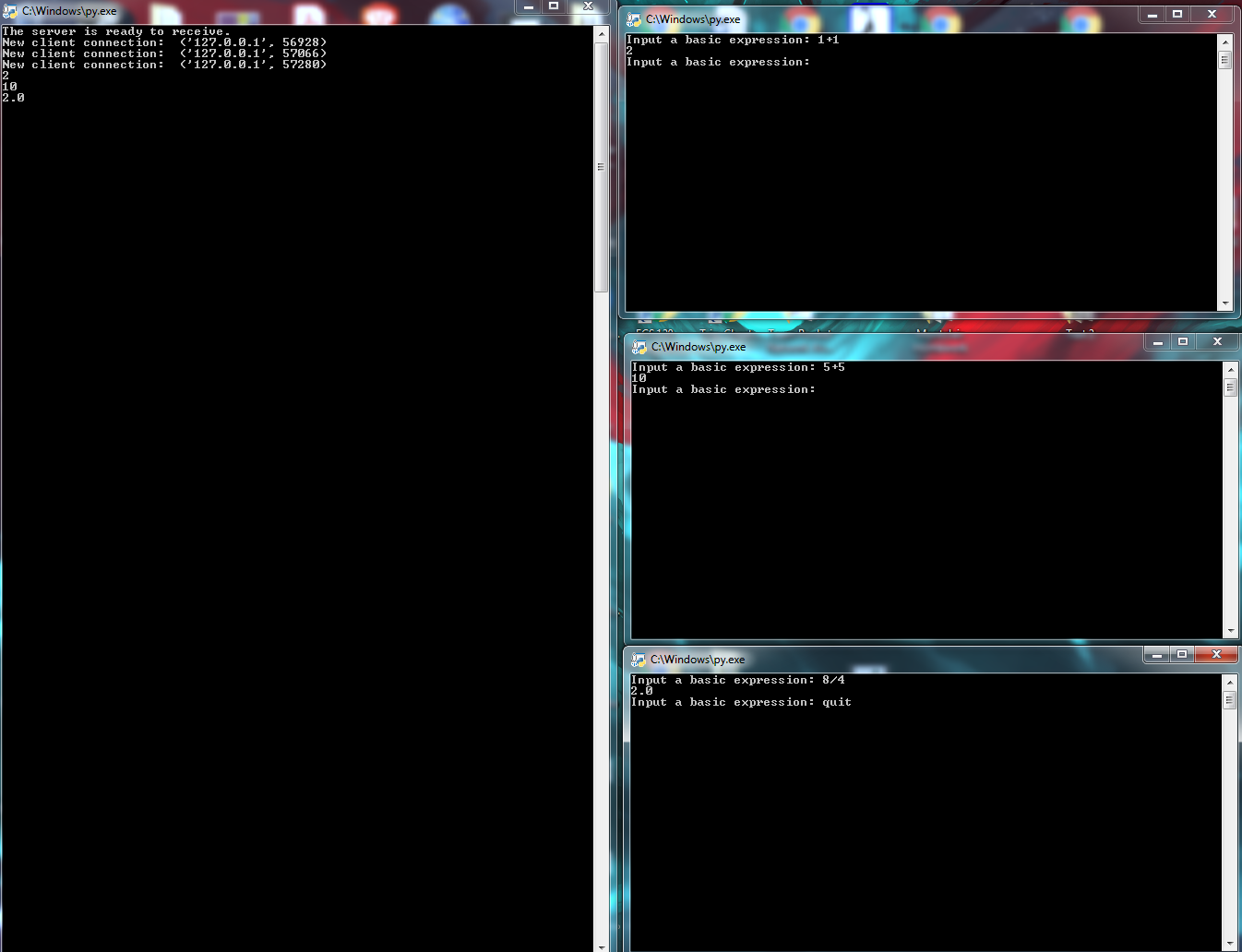


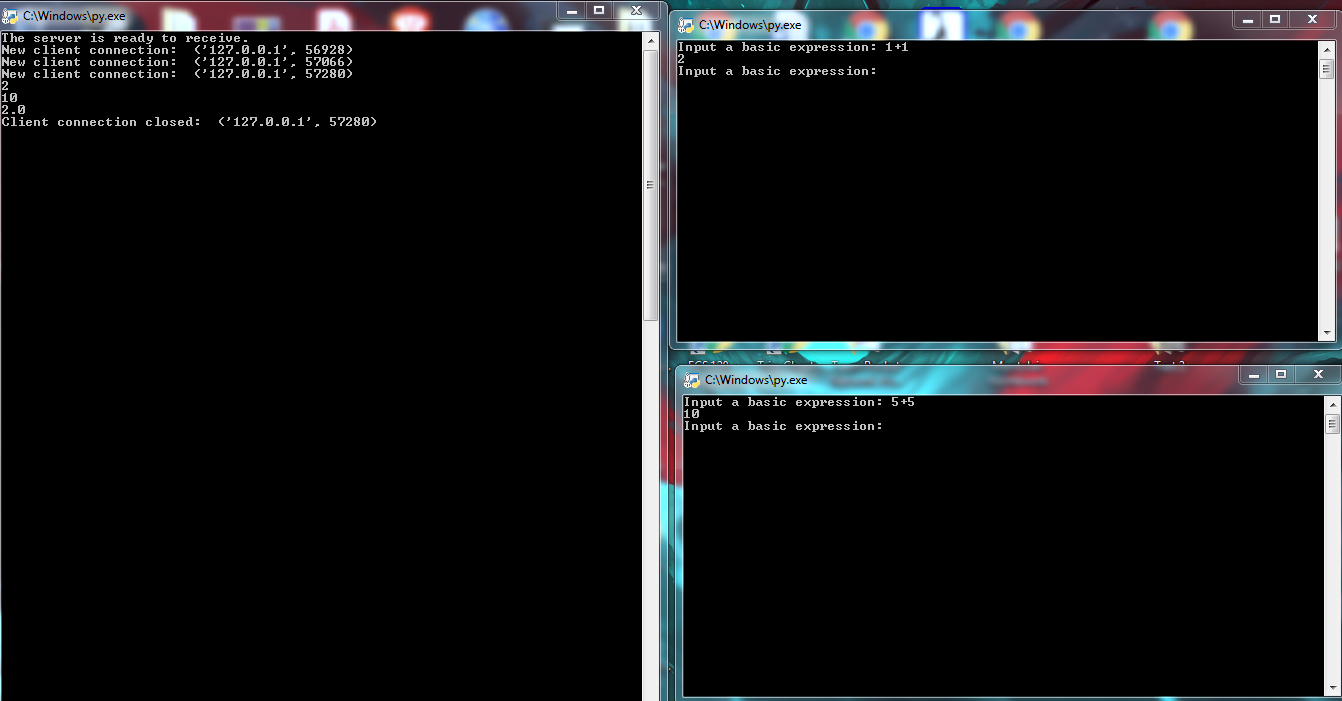
**TCP Persistent Multi-thread tests:**

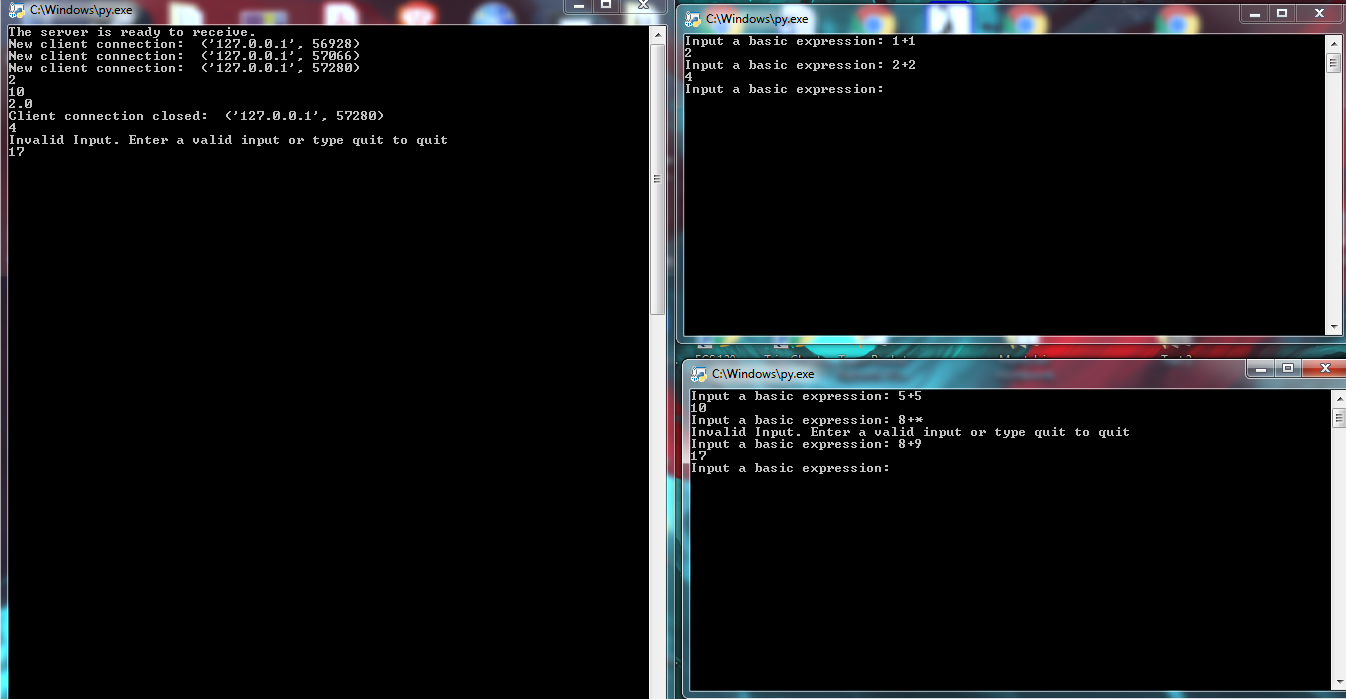
**Test to see if it can handle multiple connections at once:**

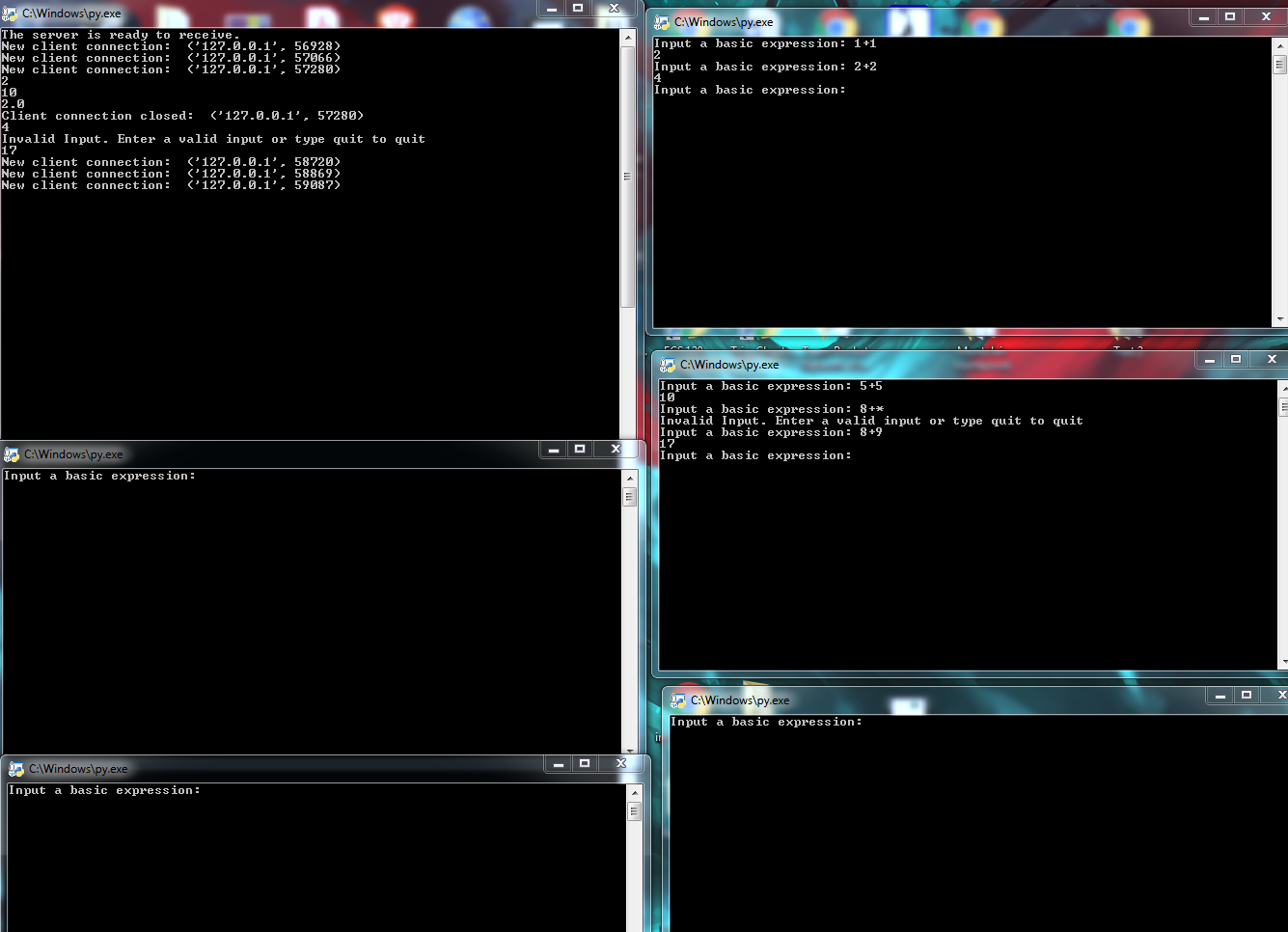


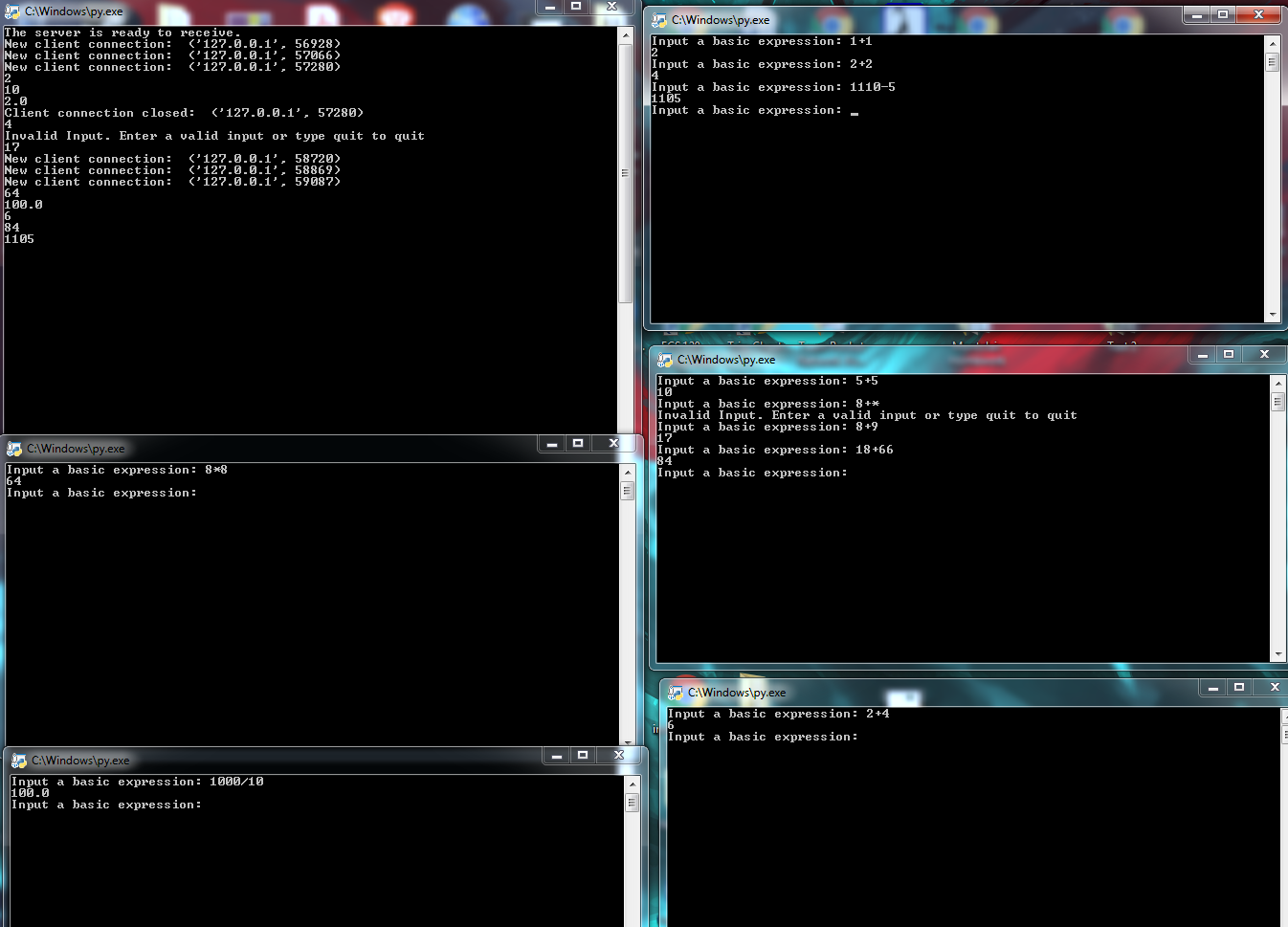
**Graceful exit test:**







**Creating more clients:**



**Finally closing all connections:**

