

Programming Problems : 3.25

Purpose : Implement An echo server in client–server architecture by sockets

Input : a string

Output : same string

OS : Windows

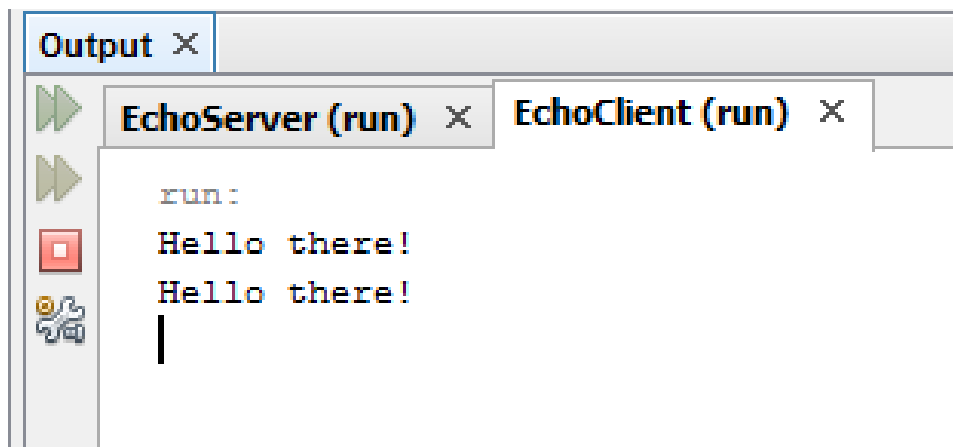
Capabilities :

A client send data to server

The server reads data from the socket into a buffer.

The server writes the contents of the buffer back to the client.

The client reads the data returned by your server and print them.



```
Output X
EchoServer (run) X EchoClient (run) X
run:
Hello there!
Hello there!
|
```

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