

Jordan University of Science & Technology
Department of Network Engineering and Security
NES416- Network Programming
Programming Assignment 3 (CLO2, CLO3)

Due Date: see Elearning

Goal: Understand how to build a concurrent server and deal with signals

Description:

You need to re-implement assignment 2 such that the server serves clients concurrently. That is, the server (parent) creates a child for each request of the client (you need to print the port and IP address of the client). Then it waits for the child to finish processing client's request and prints the process ID of the terminated child.

The connection between your client and server should stay open, so that the client can send another request. However, instead of the using the option "Exit", the exit will happen when the user sends the client program the SIGQUIT signal. The handler will print a notifying message (for example, "Good bye") before the client exits. Note that in all cases, the parent server is kept running.

Submission:

- You files should follow the following naming convention: yourID_HW#
- Submit a zipped file containing only the course code (following the naming convention) and a screen shot of compiling and running your code (both client and server)

Hints:

- ☐ DO NOT use the header file "unp.h" from the book
- ☐ Your program for client needs to take two arguments that specify the IP address of the server and the port that it is trying to connect to. Your program for server needs to take an argument that specifies the port that it is listening to
- ☐ Don't use the bind() function on the client
- ☐ Ask questions as early as possible.
- ☐ Your programs should be compiled and run without any single error or warning.
- ☐ Comment and error-check you code
- ☐ This is a group assignment, no expectation