

# EXPERIMENT - 6

For compiling server program:

```
gcc server.c -o server -lpthread
./server file_name_of_the_file_to_send
```

For compiling client program:

```
gcc client.c -o client
./client 127.0.0.1
```

```
File Actions Edit View Help
kali@kali:~/Desktop/assg6/fifth/server$ ./server sample_vedio.mts
[+]server socket created success
Waiting ...
Waiting ...
Connection accepted and id: 4
Connected to Client: 127.0.0.1:41760
Client : Hello

Client : I need a vedio file
End of file
File transfer completed for id: 4
Client : Bye
Closing Connection for id: 4

File Actions Edit View Help
kali@kali:~/Desktop/assg6/fifth/client$ ./client 127.0.0.1
[+]Connected to ip: 127.0.0.1 : 5001
Hello
[server : Your message recieved here]
I need a vedio file
[server : Your message recieved here]
GivemeyourVedio
File Name: sample_vedio.mts
[+]Receiving file...
Received: 55.9852 Mb

File OK....Completed
Bye
kali@kali:~/Desktop/assg6/fifth/client$
```

In my program, client can send text messages to the server and server will acknowledge every message by saying message received here. Whenever user send “GivemeyourVedio”, Video file is send to the client. The data at every 0.1 second are noted in a file which is used for plotting in gnuplot.

