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**System Network 2**

**Project 1**

**Setup and compilation**

1. Download and unzip the submission from eLearning on a Linux box in the multi-platform lab.
2. The submission includes:

* makefile
* 404.html
* 500.html
* index.html
* client.c
* server.c
* /images/…required .png

3. Environment: This program has been tested on a Linux virtual machine, as well as the multi-platform lab, and will run there.

4. Compiling. This program includes a makefile. At the command line in Linux, type make. The program produces an executable entitled client and server

**Running the program.** Issue the command ./server. It takes only one command line argument <port number>. Then open another terminal and issue the command ./client. It takes 2 arguments <the host name/address> e.g localhost, a valid range 60001-60099 <port number>.

(Note: The provided html pages will not display correctly if you do not go through the server and client)

User input: Type in the path of the html file

Output: All output goes to the console. Output will be similar to this:

On success(server)

Server commence

Readying...

Waiting and listening for client request...

POST /index.html HTTP/1.1

Host: localhost

Connection: keep-alive

Content-Length: 44

Cache-Control: no-cache

Origin: Server program info

User-Agent: Server machine info

Content-Type: text/html

On success(client)

HTTP/1.1 200 OK

Content-Length: 1438

Content-Type: text/html

(Note: the requested html page is display)

On fail (client)

Failed connection

(Note: a 404 page is display)