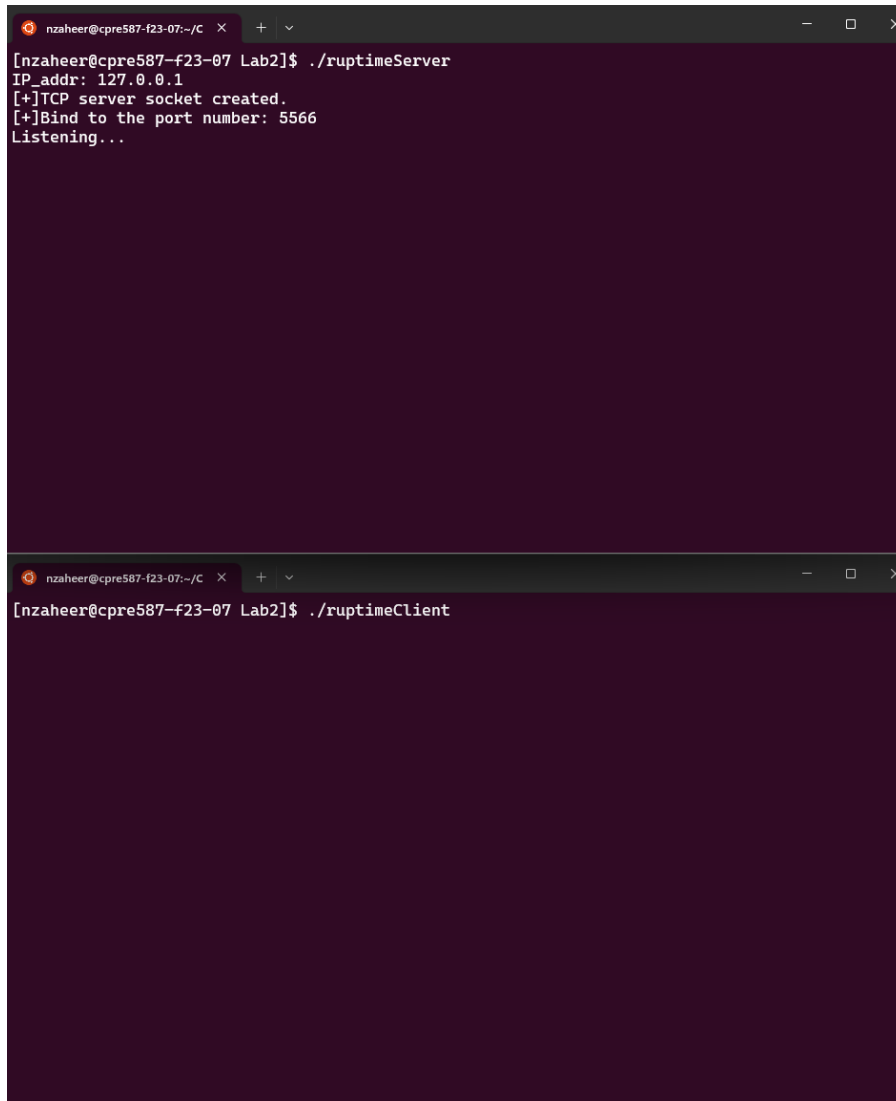# Lab 2 Report

Summary

This lab shows an approach of writing a client-server code with TCP sockets. We go over creating sockets, binding it with specific IP and port and using send() and recv() functions to send and receive data from and to the buffers which in turn send and receive data to and from the client and server.

2 approaches to capture uptime

- Type 'uptime' on the terminal to capture uptime
- Read the files, /proc/uptime.

Output


```
nzaheer@cpre587-f23-07:~/C   ×   +   ∨                    —   □   ×
[nzaheer@cpre587-f23-07 Lab2]$ ./ruptimeServer
IP_addr: 127.0.0.1
[+]TCP server socket created.
[+]Bind to the port number: 5566
Listening...
```

```
nzaheer@cpre587-f23-07:~/C   ×   +   ∨                    —   □   ×
[nzaheer@cpre587-f23-07 Lab2]$ ./ruptimeClient
```

Before

```
[nzaheer@cpre587-f23-07 Lab2]$ ./ruptimeServer
IP_addr: 127.0.0.1
[+]TCP server socket created.
[+]Bind to the port number: 5566
Listening...
[+]Client connected.
127.0.0.1:  04:50:24 up 56 days, 04:50, 0 users, load average: 0.00 0.02 0.00 1/588 2422448

[+]Client disconnected.

█
```

```
[nzaheer@cpre587-f23-07 Lab2]$ ./ruptimeClient
IP_addr: 127.0.0.1
[+]TCP server socket created.
Connected to the server.


127.0.0.1:  04:50:24 up 56 days, 04:50, 0 users, load average: 0.00 0.02 0.00 1/588 2422448

Disconnected from the server.
[nzaheer@cpre587-f23-07 Lab2]$ █
```

After