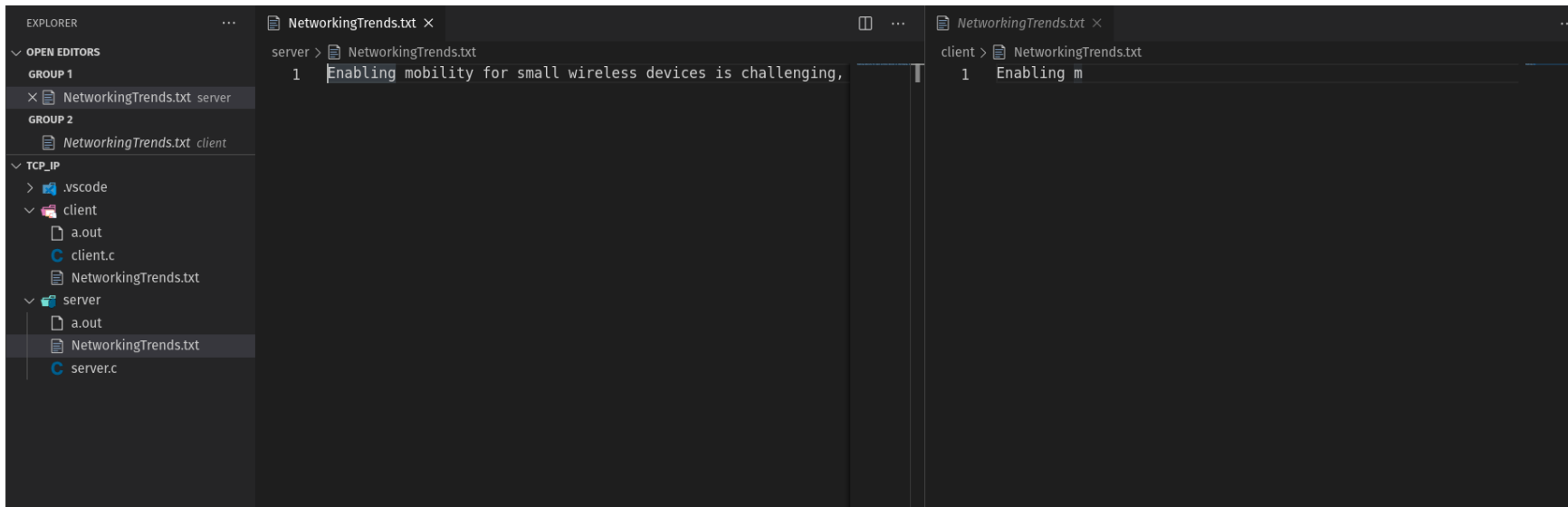


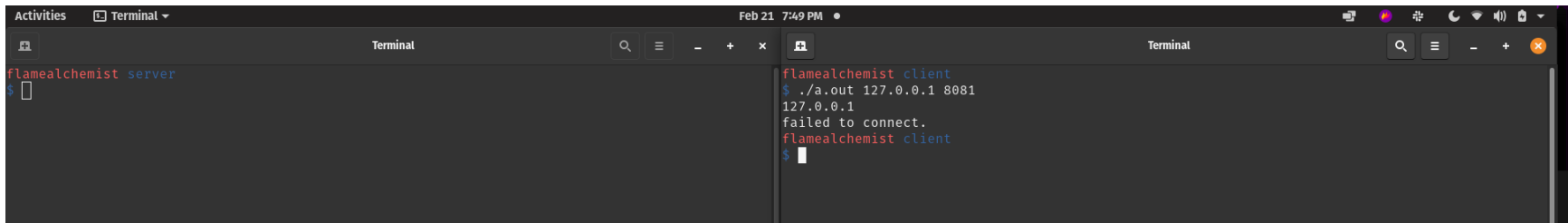
```
flamealchemist server
$ gcc server.c
flamealchemist server
$ ./a.out 8081
8081
waiting for a client!
connected to a client!
the filename to be opened is : NetworkingTrends.txt
file was found.
the filename to be opened is : random.txt
file was not found. sending empty string.
the filename to be opened is : test.txt
file was not found. sending empty string.
client has exited.
waiting for a client!
connected to a client!
the filename to be opened is : NetworkingTrends.txt
file was found.
the filename to be opened is : random.txt
file was not found. sending empty string.
client has exited.
waiting for a client!

flamealchemist client
$ gcc client.c
flamealchemist client
$ ./a.out 127.0.0.1 8081
127.0.0.1
enter the filename to be sent from server and press enter: NetworkingTrends.txt
File has been created and content has been updated!
enter the filename to be sent from server and press enter: random.txt
The file doesn't exist in the client!
enter the filename to be sent from server and press enter: test.txt
The file doesn't exist in the client!
enter the filename to be sent from server and press enter: exit
flamealchemist client
$ ./a.out 127.0.0.1 8081
127.0.0.1
enter the filename to be sent from server and press enter: NetworkingTrends.txt
File has been created and content has been updated!
enter the filename to be sent from server and press enter: random.txt
The file doesn't exist in the client!
enter the filename to be sent from server and press enter: exit
flamealchemist client
$
```

- Server is running locally(takes port number as the command line argument) on IP address 127.0.0.1 and Port number 8081 and is waiting for a client
- Client specifies IP address and Port number as the command line arguments
- Further file names from the client side are input prompts.
- Client takes input until the keyword exit followed by enter key (“exit\n”) is taken in.
- After this, the server goes back to the waiting state for another client.
- The above screenshot also contains cases where files which do not exist in the server side are requested by the client



- Since we are only transferring 10 bytes, we get the first 10 characters in this case.



The image shows two terminal windows side-by-side. The left window is titled 'Terminal' and shows the command 'flamealchemist server' being executed, followed by a prompt '\$' and a cursor. The right window is also titled 'Terminal' and shows the command 'flamealchemist client' being executed, followed by a prompt '\$' and a cursor. The output of the client command is displayed as follows:

```
flamealchemist client
$ ./a.out 127.0.0.1 8081
127.0.0.1
failed to connect.
flamealchemist client
$
```

- Situation where the server is offline

