1. Run the "*make*" command to generate all the machine codes for the c files of both TCP and UDP client server programs and "*make clean*" to remove all the machine code files.

## 2. STREAM socket

```
ut                                                                ut
Creating a socket...                                              Creating a socket...
socket created at socket number: 3                                socket created at socket number: 3
Connecting to the server...                                       binded the socket to a port...
connection established...                                         listening to incoming requests...
Enter a number: 14                                                accepted request...
Values sent to server...                                          client message: 14
Server: Square of entered number: 196                             message sent to client...
Enter a number: 55                                                client message: 55
Values sent to server...                                          message sent to client...
Server: Square of entered number: 3025                            client message: 12
Enter a number: 12                                                message sent to client...
Values sent to server...                                          client message: 65
Server: Square of entered number: 144                             message sent to client...
Enter a number: 65                                                client message: 87
Values sent to server...                                          message sent to client...
Server: Square of entered number: 4225                            client message: 7569
Enter a number: 87                                                message sent to client...
Values sent to server...                                          client message: 57289761
Server: Square of entered number: 7569            ~/Doc/CS3093D-Networks-Lab/B/TCP_socket  main !2 ?
Enter a number: 0
connection closed...
            ~/Doc/CS3093D-Networks-Lab/B/TCP_socket  main !2 ?
```

## 3. DATAGRAM socket

```
ut                                                                ut
Creating a socket...                                              Creating a socket...
socket created at socket number: 3                                socket created at socket number: 3
Enter the message: Hey server!                                    binded the socket to a port...
Message sent...                                                   Client : Hey server!
Server : Hey there                                                Message sent...
            ~/Doc/CS3093D-Networks-Lab/B/UDP_socket  main !2 ?        ~/Doc/CS3093D-Networks-Lab/B/UDP_socket  main !2 ?
```