TCP Server

Usage :

```
./tcpserver -p 1124
./tcpclient -p 1124 -h localhost -f /file
```

- Implement a 404 mechanism - Done
- Works with client and browser
- Currently looks for files in the www directory

- Persistent connections are enabled by using `-r` on the server

  ```
  ./tcpserver -p 1124 -r
  ```

- Can view only the time instead of while data for tcpclient using `-t` option

  ```
  ./tcpclient -p 1124 -h localhost -f /file -t
  ```

UDP Server

Usage :

```
./udpserver -p 1112
./udpclient -p 1112 -h localhost -f /tcpserver
```

- Client and server talk to each other using http headers
- Client displays size of request
- Server indicates end of transmission by sending a packet of size 0

Threads

- TCP server is multi threaded - can handle simultaneous requests
- Thread handling is not that great - Memory leaks may be present.
  Currently threads are created and assumption is that they exit when socket
  finishes.