# CSCI 367 - Computer Networks I

# Assignment 04 – UDP Transport Layer

# Client-Server – Message Recorder

# Program Specification

Create a UDP client-server application that uses TCP/IP and the Sockets API.

* The server listens for client connections.
* The client prompts the user to see if he/she wants to send a message:
  + "Would you like to send a message (y/n)?"
  + The client responds, y or n.
* If yes, the client prompts the user for the message:
  + The user enters the message.
  + The client sends the message to the server.
* The server receives the message and saves the message to an ASCII text file.
  + The message written to the ASCII text file should be prepended with the following two fields:
    - Date-Time Stamp
    - Client’s IP address
* After recording the message information, the server sends back a status message represented as an ASCII text string to the client application:
  + SUCCESS
  + FAIL
* The client should prompt the user to see if he/she wants to send another message.

# Program Execution

Compile your source code files.

* If your source code has no syntax errors, an executable file is produced.
* Execute the program and check the accuracy of the program outputs.
* Below is a sample run showing the server and client output, along with the ASCII text file content.

Client

Graphical user interface, text, application, email

Description automatically generated

Server

Graphical user interface, text, application

Description automatically generated

ASCII Text File

Graphical user interface, application, Word

Description automatically generated

# File Header

At the top of the source code files, add the following file header:

 /\*

# Name:

# Description:

# Date:

# Specification:

\*/

# Submission

1. Upload your source code and header ﬁles to Canvas.
2. For this lab, Canvas has been conﬁgured to permit only files that end with the .c and .h file extensions.