**CSCI 367 - Computer Networks I**

TCP/IP Sockets – Echo Client and Server – Client and Server Connection Loop

The client and server programs shown below use a looping structure to allow multiple sends and receives by both the client and the server.

**Source Code Listing**

See 03\_EchoClientServer\_Loop\_TCP.

**Compilation**

gcc -g -I../../Libraries -o Program \*.c ../../Libraries/Utilities.c

**Socket API: Client and Server Method-Call Sequence**

