**CSCI 367 - Computer Networks I**

TCP/IP Sockets – TCP Send and Receive Buffers – String Messages

The client sends multiple messages without waiting for a message acknowledgement from the server after the first message is sent. The TCP subsystem may buffer the client’s first message. After the client’s second message is received, the TCP subsystem buffers the second message and presents both messages to the application layer. The application layer would be responsible for parsing the first message from the second message.

**Source Code Listing**

See 06\_TCP\_Send\_Receive\_Buffers.

**Compilation**

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