

Topic: Server Design

1. Implement the following Connection-oriented file servers

- **Iterative server**
- **Concurrent Multiprocessing server with one process per request**
- **Concurrent Multithreading server with one thread per request**
- **Concurrent Pre-forked Multiprocessing server**
- **Concurrent Pre-threaded Multithreading server**

2. Repeat question 1 for Connection-less Server (UDP)

3. Implement the clients to test both Connection-oriented and Connection-less servers

- ❖ **Test the file servers using two different file sizes: 800 & 1600 bytes.**
- ❖ **The client should request the files by NAME (which will be passed as command line input to the client)**
- ❖ **Verify that the client receives the file and stores it locally.**
- ❖ **The number of pre-allocated children should be provided when the server is invoked (for pre-threaded & pre-forked servers)**