

# Assignment-6

## Socket Programming

November 3, 2020

Allowed languages: C, C++

### 1 Problem Statement

The server and client will be two different programs that will be run in different directories. For example, let the server directory contains files file1.txt, file2.txt, file3.txt

The client will create a connection to the server and send requests to download files to the client directory. It will write the files into its own directory. Progress should be printed while downloading the file.

Error handling such as requesting missing files must be handled appropriately.

**client>** get <fileName>

The file if exists at the server side should be downloaded in the client directory else appropriate error must be displayed.

**client>** get <file1> <file2> <file3>

Multiple files requested should be downloaded in the client directory.

**client>** exit

connection with the server is closed.

### 2 Clarifications

1. Error scenarios must be handled. Programs crashing during the evaluation will be penalized.
2. File size can be greater than 1 GB.
3. Using external libraries is not allowed. Sockets must be used.
4. Plagiarism in any form shall not be tolerated.
5. Viva will be taken during the evaluation.

### 3 Submission format

Create a README file. This file must contain the instructions to run the code. Compress your codes and upload it to Moodle.