

## Practice problems on Multiple clients.

1: Modify the **Math server** programs (Assignment 0 – Modification 1) you have uploaded so that your server will be able to handle multiple client requests concurrently. Your server should behave like any real server. It should work fine as clients come and go. Your server should always keep running (until terminated with Ctrl+c), and should not quit for any other reason.

- a. Implement as a multiprocessing server
- b. Implement as a multithreaded server

2: Implement a **Date-Time server** using the following details.

Assume you have a server (let us call it *client-side server*) which accepts a client request on current date and time. This server contacts another server which sends current date and time details to the client-side server, which in turn sends these details to client for displaying in the client's terminal. Implement your client-side server that can handle multiple client requests. You can use the *ctime()* function in C to get the system date and time.