# **Read me**

**How to use:**

Build using given makefile. Below binaries are generated.

*server* => server application

*client* => client application

*client\_eval* => client to be launched in eval mode, explained below

*server\_dbg* => server application with debugs

*client\_dbg* => client application with debugs

The Server can be launched in two ways:

1. Default mode: Server is started with default system parameters

Default system parameters:

*num\_of\_threads*: 5

*client\_timeout: 10s*

*max\_continuous\_msgs:100*

*file\_name:* "file"

*port:* 55555

Usage: ./server

1. Configuration mode: Server is started with command line system parameters.

./server p <port> f <file> n <num of threads> m <num of messages> t <timeout>

p: port to connect clients

f: file is file to write to

n: num of threads to process client requests

m: num of continuous msgs from a client before yielding

t: timeout before disconnecting a client if no data is received.

Example:

./server -p 55555 -f temp -n 3 -m 5 -t 50

Client can be launched in two modes:

1. Normal mode: User is prompted for message input.

usage: ./client <server\_ip> <server\_port>

eg: ./client 10.10.10.10 55555

Note: Use loop back ip if server and client are on same system

./client 127.0.0.1 55555

1. Eval mode: This mode is to test scaling and performance of the system.

A shell script is provided to launch multiple clients sending multiple messages

usage: ./script.sh <server\_ip> <server\_port> <number\_of\_clients> <number\_of\_msgs\_per\_client>

eg: ./script.sh 10.160.2.57 55555 100 10000