## Client-Server

Saniya Sayed-Nisha Jasoliya

Advanced Systems Programming Masters of Applied Computing University of Windsor

## Introduction:

We have implemented a client server application in C, as per Dr.Boufama's guidelines. Out here, the server process and the client process runs on two different machines wherein the connection is established using sockets.

The server performs the following tasks:

It starts running before any client and it waits for connection.

Then the server gets a client, it forks and let the child process take care of the client in a separate function, called

serviceClient, while the parent process goes back to wait for the next client.

- Then, the server's child process
  - 1. uses "dup2()" to make the screen descriptor designate the client socket
  - 2. gets in an infinite loop then:
    - reads a shell command from the client's socket.
- if the client sends "quit", then the server's child, closes socket and quits.
  - otherwise, it excutes command, using the "system()" library function,

The client process connects to the server, then

- gets into an infinite loops
  - 1. reads a command from keyboard,
  - 2. write the command to the server,
  - 3. if command is "quit", closes socket and quits
- 4. otherwise, reads command output from socket and displays them on the screen

Attached are the screenshots:

```
sayed5@charlie:~/Desktop/ASP_Project_1.2/Client

File Edit View Search Terminal Help
sayed5@charlie:~/Desktop/ASP_Project_1.2/Client$ ./client 137.207.82..53 12140

The following message has been received: You have 3 options
1) get filename
2) put filename
3) quit
get file.txt
-----Successfull download of the file------
put nisha.txt
-----Successfull transfer of the file------
exit
sayed5@charlie:~/Desktop/ASP_Project_1.2/Client$
```