Assignment 1

Goal

In this assignment you will learn to use TCP/IP and sockets for communicating over the Internet. The goal is to familiarize you with socket programming, and give you some intuition on building interpreted environments such as that provided by the Java virtual machine.

Outline

You will write two programs for this assignment. One is a client program (called *rcmd,* for "remote command"), and the other is a server (called *rcmdd,* for "remote command daemon") . The client sends the server a one-byte message that contains either the command "0" or the command "1". On receiving message "0", the server executes the Unix "ls" command, and returns the result. On receiving message "1", the server executes the Unix "date" command, and returns the result. The server terminates after executing the command, and the client terminates after printing the result on the screen.