

Computer Networks Lab

Assignment - 9: Network Programming

Client-Server model is distributed application structure in which client program sends the resource or service request to service provider called server program. The communication between server and client program is based on either in connection-oriented or in connection-less manner. Socket API programming is used to design client- server program in Unix or Linux environment.

Task 1: Write server and client program for given scenario in connection-less manner.

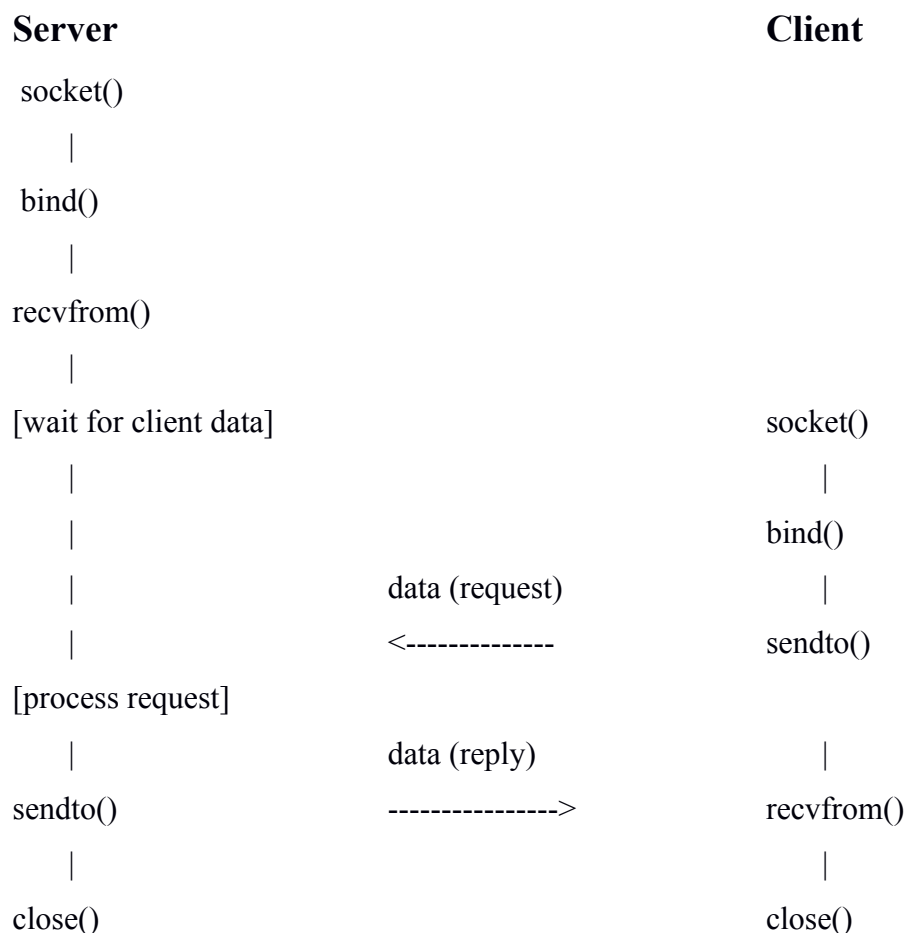
Time Server:

Client: Client sends a request with user name

Server: Whenever server receives a request from a client then it returns back time with user name info.

Hint:

1. Socket API connection-less flow diagram



2. Socket documentation

Hint: http://beej.us/guide/bgnet/output/print/bgnet_USLetter.pdf