

Assignment-1

Introduction to Socket Programming – Client-Server Interaction

Assignment Tasks:

Server Implementation

- Write a server program in C-language that listens on a specific port (e.g., 12345).
- The server should accept incoming connections from client.
- Once a connection is established, the server should receive a message from the client and print it.

Client Implementation

- Write a client program that connects to the server on the specified port.
- The client should send a message to the server upon connection.

Testing the Connection

- Run the server program and ensure it is listening for incoming connections.
- Run the client program and ensure it successfully connects to the server and sends a message.

Documentation:

- Create a document summarizing the results of each task. Include screenshots where necessary to illustrate the output.