Build a client-server system, which follows a protocol as follows:
- The server is first started on a known port 5000. The server "listens" for
connections on this known port for connection by a client.
- The client program is then given the server IP (use 127.0.0.1 here) on the
commandline, and the client program is started.

Runs of the client and server programs are shown below:

$ ./client
Connected to server
Please enter the message to the server: Hello
Server replied: Hello from server
Please enter the message to the server: 2 + 3
Server replied: 2 + 3 = 5
Please enter the message to the server: Bye
Server replied: Goodbye
$

$ ./server
Connected with client socket number 4 /*Server prints the client socket file
descriptor number*/
Client socket 4 sent message: Hello
Replied to client 4
Client socket 4 sent message: 2 + 3
Replied to client 4
Client socket 4 sent message: Bye
Replied to client 4
Client said bye; finishing