

## Compile and run instructions:

1. Open terminal and change directory into the folder submitted (after uploading to UTD file system), from three different terminals. One of the three MUST be dc03.utdallas.edu (this will act as the Server). Other two can be dc01 and dc02.
2. Please change file permissions if required to execute.
3. From terminal connected to dc03 please run "make". This will remove .class files (if any) and compile .java files fresh. This will also start server on dc03.
4. Now from dc01 and dc02, give command "make 1" and "make 2" respectively. This will start clients on these machines.
5. Wait till "\*\*\*END" message is shown on client terminals (dc01 and dc02).
6. Now all three directories should have "f3.txt", which has data from both "f1.txt" and "f2.txt" (These two files are made with random data, 300 bytes each).
7. Directories are named as dirOne, dirTwo for clients and dirThree for server.

## Additional Makefile info:

8. In step 4, you can add "d" to make command (eg.: "make 1d") to get debug statements.
9. Do "make compile", to just compile and not run server.
10. Do "make serverD" to run Server with debug statements printed to console

## Screenshots:

### 1. Server

```
javac Server.java
java Server
Server started: ServerSocket [addr=0.0.0.0/0.0.0.0, localport=9038]

Listening...Socket [addr=/10.176.69.32, port=49256, localport=9038]
ending...

Listening...Socket [addr=/10.176.69.33, port=47110, localport=9038]
ending...
[Processing Data]
[Processed Data]

===== SENDING DATA over 49256
Data sent to 49256

===== SENDING DATA over 47110
Data sent to 47110

***END

Connection Closed !!
{dc03:~/aos/project1}
```

### 2. Clients

```
srimanth — ssh sxy190038@dc01.utdallas.edu — 104x60

java client
Connection Successful: Socket [addr=dc03.utdallas.edu/10.176.69.34, port=9038, localport=49256]
Data sent successfully!

***END

{dc01:~/aos/project1}
```