READ ME

There are two separate make file for server and client.

**make -f make\_udp\_threaded**

above command compiles server.

**make -f make\_udp\_threaded**

above command compiles client.

**make -f make\_udp\_threaded clean**

above command removes all the server object files created.

**make -f make\_udp\_threaded clean**

above command removes all the client object files created.

**cd <directory>**

above command changes the directory where files are present.

This is a connectionless Multithreaded server where there is one thread per one request. Client requests for particular file to server. Once server gets the request a thread is created which handles all the communication with client. It searches for file and if present it opens the file reads the content and sends it back to client. Client receives the data creates a file and stores the data in it locally.

Client Filename: **udp\_client\_file.c**

Server Filename: **udp\_threaded\_file\_server.c**

* Open two terminals and change the directory if applicable.
* Run the mentioned make files for server and client in their terminals respectively.
* In one terminal type the below mentioned command to start the server by giving the port number as command line argument.

./ **udp\_threaded\_file\_server 8002**

* After starting the server in one terminal run the client on other terminal. In order to do so use the below mentioned command along with port number and desired file name as command line arguments. Port number used here should be exactly same as used when invoking the server.

**./udp\_client\_file 127.0.0.1 8002 students.txt**

* At last use the mentioned make clean to remove all object files created.

