LAB 1 – Socket Programming: Palindrome

**Overview**

Objective is to implement an array sort algorithm using socket programming.

**Steps**

1. In this, first set up a client-server connection.
2. When the connection will setup, the client will send the user input string to the server by the send system call.
3. At the server-side, the server will wait for a string sent by the client.
4. Server reads the string by the reading system call.
5. After this, the server will check if the string is a palindrome or not and sends the confirmation back to the client.

**Key Commands**

socket – create unbound socket in communications domain

server.sin\_addr – IP address in the socket

connect - used by the client application to establish a connection to a server

send – sends data

recv - receives data

listen - marks the socket referred to by sockfd as a passive socket,

**References**

https://www.geeksforgeeks.org/tcp-client-server-program-to-check-if-a-given-string-is-palindrome/