Computer Networks, Fall 2020
Instructor: Jitendra Bhatia

Socket Programming

Task-1

Implement a simple menu driven connection oriented client-server system, where the client program will chat with a dummy server. The protocol between the client and server is as follows.

- The server is first started on a specific port.
- The client program is started (server IP and port is provided as a command line argument).
- The client connects to the server, and then asks the user for input choice.

> E.g. Press 1 for Time
>
>   2 for Date
>
>   3 for Calc
>
>> ▪ If choice 3 is selected then pass the expression e.g., "expr 2+3"

i.e.,

The user enters a simple keyword like date, time, arithmetic expression string (e.g., "3 + 2", "7 - 5", "5 * 4"). The user's input is sent to the server via the connected socket.

- The server reads the user's input from the client socket, and interpret the user request and return the result back to the client.
- The client should display the server's reply to the user, and prompt the user for the next input, until the user terminates the client program.