Taylor Earl

* socket(...) B = both, t = tcp, u = udp
  + bind (B)
    - assign a socket address to the socket
    - Only necessary if you care what the socket address is
  + listen (T)
    - listen on the socket for incoming connections
  + connect (T)
    - establish a connection
  + accept (T)
    - accept the incoming connection
  + send to (U)
    - Send data to a socket address
  + recvfrom(U)
    - returns the data and sender socket address
  + send (T)
    - sends the
  + recv (T)
  + clos (B)
* Client (Screaming Echo)
  + needs to prompt user for phrase
  + send phrase to the server
  + print the response
* Server
  + receive phrase from client
  + convert to all caps
  + send back the response
  + repeat

//bind

// ask for input

// send to (bind)

input

//recvfrom (bind)

//convert input to caps

//send to(bind)

all caps repsonse

//recvfrom (bind)

//print response