



Hydra

Labour 01

Lou lou@42.us.org

Summary:

Contents

I	Foreword	2
II	Introduction	3
III	Goals	4
IV	General instructions	5
V	Mandatory part	6
VI	Bonus part	7

Chapter I

Foreword

Eurystheus sent Hercules to slay the Hydra, which Hera had raised just to slay Hercules. Upon reaching the swamp near Lake Lerna, where the Hydra dwelt, Hercules covered his mouth and nose with a cloth to protect himself from the poisonous fumes.

He shot flaming arrows into the Hydra's lair, the spring of Aymone, a deep cave from which it emerged only to terrorize neighboring villages.

He then confronted the Hydra, wielding a sword. The chthonic creature's reaction to this decapitation was botanical: two grew back, an expression of the hopelessness of such a struggle for any but the hero.

The weakness of the Hydra was that it was invulnerable only if it retained at least one head.

Realizing that he could not defeat the Hydra in this way, Hercules called on his nephew Iolaus for help.

His nephew then came upon the idea (possibly inspired by Athena) of using a firebrand to scorch the neck stumps after each decapitation.

Hercules cut off each head and Iolaus cauterized the open stumps. Seeing that Hercules was winning the struggle, Hera sent a giant crab to distract him.

He crushed it under his mighty foot.

The Hydra's one immortal head was cut off with a golden sword given to Hercules by Athena.

Hercules placed the head—still alive and writhing—under a great rock on the sacred way between Lerna and Elaius, and dipped his arrows in the Hydra's poisonous blood.

Thus his second task was complete.

Chapter II

Introduction

Hercules wasn't able to complete his Labour until he understood really how the hydra worked.

Any true programmer must understand every ins and outs of things in order to subdue them.

So for this project and in order to start subduing sockets, you have to build a server that to every ping would respond with two pong.

Chapter III

Goals

In this project, you will start learning a little bit more about sockets and starts getting a brief overlook at how the network works.

Chapter IV

General instructions

In this project you have to turn in a fully functional server written in C that once started would answer a ping with two pong (yeah like the heads of the hydra growing back).

The server can either be ran as a daemon or not. (both options could be good :))



`man socket` would be a good start, `man daemon` a good next step ;))

Chapter V

Mandatory part

Write a fully functional server in C that answer any ping request with two pong.

It can run as a daemon (advisable), or as a simple program.



You can use any library you want as long as you can justify the necessity of it!

Chapter VI

Bonus part

Add the option to run your server as a daemon or not (-D is usually what you want to go for).

Providing a good client can be very good and nice for your corrector.