# Lab on Networking

## Part-I

- Create 'Client.java' that creates a client socket and connects to my computer(IP will be given to you).
- The server on my computer will provide few services to all the connected clients.
- Your Client program should implement the following functionalities for better communication:
    - Client should be able to read and write data to the server.
    - Read the data/lines from the server until the Client receives "-EOF-" string.
    - Once the data from server is done, Client should able to take input from the keyboard to request for next service.
    - To end the communication, Client should send "bye"; then Server will respond with "Bye and Have a good day", then Client should terminate the connection.

## Part-II

- The 'Invoice' object that was serialized and stored in a file from the prior lab should be transferred to my Server via DataGramSocket and DatagramPacket.
    - The DatagramPacket should contain your name and the serialized object. Two approaches available for this:
        - Modify the serialized file to add your name in the first line of the file.
        - Concat your name byte array and object byte array together.
    - Your DatagramPacket should be addressed to 192.168.20.26 and port# 9999.
    - Your program should be able to send the above data and should be able to receive the acknowledgement/response with 50bytes DatagramPacket.