CS425/CS425A – Computer Networks
Programming Assignment 1

Deadline: 13 Sept, 11:59 PM

The goal of this assignment is to get familiar with socket programming. You need to build a simple network involving three nodes. You need to write programs that run on these nodes as per the instructions given below.

1. One of the nodes will be a client and the other two nodes will be servers.

2. The client can request for a file from the servers and any server having the file will send the file, also flag an error message if the server does not have the file. If both servers have the file, send the file from any of the servers.

3. Ensure that proper error handling is done and reported for all the possible scenarios.

Important Note:

-   You should use only C or C++ to implement the functions in this assignment.
-   Include a readme.txt file describing briefly about each file and how to run it.
-   Submit all the files in canvas as a compressed zip file with the file name "RollNo_Assignment1.zip".
-   Any case of **copying/plagiarism** will be strictly dealt with.