Assignment 4. Handling both TCP client and UDP client:

Client program will send a string to a Server and Server will reply the client with a message telling whether the input string is palindrome or not. Now suppose that some clients will request over the UDP socket, and some will connect over a TCP socket and then request. Thus, the server now needs to open both a TCP socket and a UDP socket, and accept request from any one (using the accept() + read()/send() call for TCP, and recvfrom() call for UDP), whichever comes first. Use the **select() call** to make the server wait for any one of the two connections, and handle whichever comes first. All handlings are iterative. [For **select() system call**, you may see the **Beej's Guide to Network Programming** which is already uploaded in moodle]

You should submit three C files, the iterative server (server.c), the UDP client (udp_client.c) and the TCP client (tcp_clint.c).