**List of Figures**

[Figure 1 Transition table 4](#_Toc30821)

[Figure 2 Transition diagram of DFA 4](#_Toc6310)

[Figure 3 Transition diagram of DFA to read a string 5](#_Toc18590)

[Figure 4 Transition table 2 6](#_Toc26597)

[Figure 5 Vending machine state diagram 7](#_Toc1553)

[Figure 6 Screenshot of Pacman's game 8](#_Toc7231)

[Figure 7 Behavior of a Pac Man ghost 9](#_Toc24534)

[Figure 8 Client-Server communication 10](#_Toc24739)

[Figure 9 TCP/IP software stack 11](#_Toc29809)

[Figure 10 TCP/UDP mapping of incoming packets to appropriate port/process 12](#_Toc17614)

[Figure 11 Establishment of path for two-way communication between a client and server 13](#_Toc14244)

[Figure 12 Socket-based client and server programming 15](#_Toc29119)

[Figure 13 1st Screenshot of Client Program 22](#_Toc27271)

[Figure 14 2nd Screenshot of Client Program 23](#_Toc619)

[Figure 15 3rd Screenshot of Client Program 23](#_Toc23002)

[Figure 16 1st Screenshot of Server Program 23](#_Toc21683)

[Figure 17 2nd Screenshot of Server Program 24](#_Toc22169)

[Figure 18 3rd Screenshot of Server Program 24](#_Toc26259)

[Figure 19 Final output 25](#_Toc7377)