Problem 2.

For the client side, I added an acknowledgment flag as a global variable. The client first send secret-keys to match with server, then the server will send back an acknowledgment. Once the client got the message, the acknowledgment flag set to true. In the client sighandler, which is sighandlerc(). I check the ackflag, if true, return; else, resend the message and call alarm(5).

In this way, the client will keep send message every 5 seconds until he gets the acknowledgment.

In order to test this feature, I simply set a counter called rectimes in the server side, which is mobilereminderd.c. Every time receive message from the client, rectimes++.

I set the program that it will send the acknowledge back to the client when rectime equals 3.