

Program 0 {August 19, 2015}

8 points

TCP Echo Server and Client

Due: Tuesday, September 1st at 11:59 p.m.

This assignment provides all students an opportunity to work through the standard procedures for developing, executing and testing **C socket programs** on a Linux system. The assignment is broken up into two distinct programming assignments: the basic TCP Echo Server and the enhanced TCP Echo Server.

Basic TCP Echo Server and Client

4 points

The first task is to utilize any available version of the TCP Echo Client and TCP Echo Server that you prefer. It can be essentially a **copy** of the programs in the D&C textbook or any other textbook (your comments must indicate the source). The required steps in the basic assignment are:

1. Write the client program and the server program that will execute on CCC Linux machines using your favorite editor.
2. Create and use a **make** file to build, test and debug both programs.
3. Create a **README** plain text file to assist in the grading of program 0.
4. Tar the two source programs, the make file and the **README** file into a single tar file for submission.
5. Use the **Unix version** of **turnin** to submit the tarred file for grading.

The **basic** assignment is to write both a TCP Echo Client and a TCP Echo Server in C or C++ using Unix socket commands. The client and server implement the **echo** protocol while running on **different** CCC Linux machines and communicating with each other using TCP.

The Basic Echo Client

The **basic** Echo client connects to the **basic** Echo server and sends its data to the server. The data that the client sends is a string provided as the second client command-line argument. The **basic** Echo client prints the single string of data sent back by the Echo server.

An example of the form of the command line and the resultant print line for the **basic** Echo client are:

```
./my_EchoClient 169.1.2.3 "echo this string!!"
```

```
Client received: echo this string!!
```

169.1.2.3 is the first argument is the dotted-quad notation IP address of the Echo server.
my this should be replaced by the initials of the program author .

The basic Echo client accepts strings of length 1 to 32 bytes inclusive and prints out an error message for any out-of-range input string.

The Basic Echo Server

After connecting to the **basic** Echo client, the **basic** Echo server (which is started first) simply echoes the string it receives as a TCP packet back to the Echo client, disconnects and terminates.

The Enhanced TCP Echo Server and Client

4 points

The second component of program 0 is to enhance the basic Echo Client and Server to echo more than a single input string.

The Enhanced Echo Client

The enhanced echo client receives up to five strings on the command. The form of the command line and the resultant print lines for the **enhanced** Echo client are:

```
./my_EnhancedEchoClient ServerMachine "string 1" "string 2" "string 3" "string 4" "string 5"  
EnhancedClient received: string 1  
EnhancedClient received: string 4  
EnhancedClient received: string 3  
EnhancedClient received: string 4  
EnhancedClient received: string 5  
EnhancedClient: done
```

[1 pt] The **enhanced** Echo client receives the name of the computer where the server is running (e.g., CCCWORK2) as its first command-line argument and uses a Linux system call to convert the server name to the associated server IP address.

[2.5 pts] The other enhancement for both the Echo client and the Echo server permits the number of strings echoed to vary from one to five. The **enhanced** Echo client sends a series of data strings (one per TCP packet) to the enhanced Echo server. The enhanced Echo client prints out each data string sent back by the enhanced Echo server. Once the **enhanced** Echo client has sent and printed all the echoed strings, it sends one additional TCP packet containing the two ASCII bytes **DLE ETX**. Once the enhanced Echo client receives the echoed **DLE ETX** bytes, it prints out a done message, disconnects and terminates.

[0.5 pts] The enhanced Echo client accepts strings of length 1 to 12 bytes inclusive and prints out an error message for any out-of-range input string. Any out-of-range string is not transmitted, echoed or printed. The Echo client then processes the next string (if any).

The Enhanced Echo Server

The **enhanced** Echo server runs in a loop accepting up to five strings from the enhanced Echo client as five TCP packets. When the **enhanced** Echo server receives a packet containing the two ASCII bytes **DLE ETX**, it echoes this packet back to the client and prints out a message of the form:

Enhanced Echo Server sent **n** strings to the Enhanced Echo Client.

where **n** is the number of strings echoed by the server prior to receiving the **DLE ETX**.

The **enhanced** Echo server then disconnects and terminates.

What to turn in for Program 0

Turn in Program 0 using the *turnin* program on the CCC machines. You must turn in a tarred file that includes: your source code files, two **make** files, a single **README** file and a sample output file from a test run for both the basic and enhanced assignments. Your tarred file should include separate source files and make files for both the **basic** and the **enhanced** Echo Client and Server. The **make** files should include the ability to cleanup leftover output and intermediate files between compile and execution cycles. The **README** file provides any information to help the testing and grading of your Echo Client and Echo Server on CCC machines. If you did not fully complete either assigned task, the role of the README file is to *honestly* indicate to the grader those components of the assignment you have working and those components that you are turning in that still do not work completely .