

Lab #2 Windows-Based Multi-Threaded Client/Server Applications

*In this lab you will program client/server application using the Microsoft .NET Framework, in particular, the **System.Net.Sockets** namespace.*

The application is a a cookie/time server. The user may select, via a form or dialog box, from three options:

1. Request the date and time,
2. Request a random cookie which the server will select from a database,
3. Request a specific cookie from the server.

Requests to the server are made in the form of a message -- you decide what format to use.

The returned data will be sent back from the server across a socket as simple string data which may be displayed in a message box or in a Label control in the form.

As well, for full marks your client must display the current status of the link in the main window.

The server itself will be multi-threaded. It will log all transaction records to a file 'server.log' to allow you to diagnose problems (things like improper requests, etc.)

Due Date: Friday, December 11, 2009 by midnight

You have to hand in all files required to build the project.

Code Examples and Distributed Files:

cookiesrc.zip	- source code in C (from previous years)
client.exe	- client as a Win32 console application (executable)
server.exe	- multithreaded server executable
cookie.txt	- server "database" file
mbwclt.exe	- Mike Boldin's solution executable