

CSI 470 - HW 1 - SPRING 2010

In this program, you will build a client application to connect to a server on albert through port 23000. Use 127.0.0.1 as the connection ip address to connect only to localhost.

These are the steps that your client should follow:

1. Set up socket and connect to 127.0.0.1:23000
2. Send a 3 letter login followed by . to the server For example, "RAM." is sent by a client. Be sure that the 4 bytes end in . and are precisely 4 bytes long. Server will receive this information but will not respond.
3. Request from console a number of dice (#) and size of dice (S).
4. Send to server "#dS.". For example, if the user types 1 for number of dice and the size of the dice is 6, then the client should send "1d6." to the server.
5. Receive response from server in 3 bytes. "999" means error or failure. Any other response is the result of the dice roll. The server will always respond with three bytes. Thus a response of "001" is expected for a die roll of 1.
6. Client should report error if receiving 999, or report the dice roll.