Physics 555b Assignment #2 (version 1.0)

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1 Description of the client-server application

The task is to write a network client-server application using sockets. The functionality is the same as for the assignment #1. The client communicates with the server through a preassigned port. The client connects to the server and sends the data size (4 bytes) to the server. The server assigns a thread to deal with the request. The server thread sends a READY/FAIL string to the client as in assignment #1. After that the client sends the data for sorting. The server thread sorts the data and sends them back to the client.