

**Due date: Wednesday, 4/29, 2009, 12 pm. Check necessary files into repository.**

Create a new subdirectory **LabTask13** for this exercise. Store the programs in this subdirectory.

**Exercise 13.1 [5 points]**

Write two programs, a server and a client, that communicate via a socket.

The server must run an infinite loop that:

- a) Accepts a socket connection.
- b) Uses the `recv` system call to read a single line off the socket.
- c) Closes the socket.
- d) Echos the line out to the screen.

Note that the server does not **fork** a child to deal with the connection.

**Exercise 13.2 [5 points]**

The client must:

- a) Connect to the server.
- b) Use the `send` system call to write a line containing the client's machine.domain name down the socket.
- c) Close the socket.

You can use `mysockets.h` and `mysockets.c` (available on web pages of this class) to do most of the detailed socket manipulations (but you must not use the `ReadData` and `WriteData` functions, use `recv` and `send`).