**CMPE 344/CMSE 346 LAB 1**

You will go over the material at <https://www.cs.dartmouth.edu/~campbell/cs60/socketprogramming.html>. Set up your development environment so that you can compile and run the programs. Your assistants will be able to help you during this first lab to get started.

For Lab 1, you will first run **echoClient.c** and **echoServer.c** (iterative version). Investigate what happens when you change #define LISTENQ 8 /\*maximum number of client connections \*/

to

#define LISTENQ 1 /\*maximum number of client connections \*/

in **echoServer.c**. In particular, try both cases with more than one simultaneous connection requests from clients. Then, modify **echoServer.c** so that it returns the reversed string received from the client. Your assistants will test your server by running the client at their end.