

# Task 1

- Learn the basic functions for client/server sockets programming
  1. Download client.c and server.c into separate directories
  2. Compile: `gcc -o PROGRAMNAME SOURCE.c`
  3. Run the client and server
  4. Capture and investigate how the code works

# Task 2

- Create a simple “wget”-like program

```
mywget it.siit.tu.ac.th /index.html
```

1. Modify client.c only

2. Takes a domain/IP and file as input

3. Uses the input domain to send a GET request for input file

```
GET /index.html HTTP/1.1
```

```
Hostname: it.siit.tu.ac.th
```

4. Test using a real web server (NOT server.c)

# Task 3

- Create a simple proxy server for your “wget”-like client
- Proxy server intercepts request from client and forwards to real server
- Client ---> Proxy ---> Server
  1. Modify your client from task 2:  
`mywget it.sit.tu.ac.th /index.html proxyip proxyport`
  2. Create proxy.c by combining client and server.c  
`myproxy proxyport`