

## C Network Programming

The goal of this homework is to re-familiarize yourself with network programming and C programming in general.

To this end, you will read and implement the tutorial on network programming by Brian “Beej Jorgensen” Hall. The document is available here:

<https://beej.us/guide/bgnet/html/>

It is also linked on the homepage as a resource.

Follow the tutorial for the sections titled: `What is a socket?`, `IP Addresses`, `structs`, `and Data Munging`, `System Calls or Bust`, and in `Client-Server Background` the sub-section `A Simple Stream Server` and `A Simple Stream Client`. Feel free to read other sections as well. Successfully compile and use the stream server.

Remember the goal is to understand how everything works, not to run the client/server! You’ll need these concepts for later assignments.