Department of Computer Science and Engineering

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Computer Networks

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Consider **a "SIMPLE"** client-server network that does the following
The client has the following program ready

```
"#include <stdio.h?>
Int main()
{
printf("Hello world");
}"
```

Now, the client sends this code to the server.
The main task of the server is to check the code for the errors in the code and send back the corrected results and the client executes this code.

But the main thing to note is: you cannot send the entire message as such.
You have to send it line by line.
Design the network with Persistent HTTP Connection and a transport protocol of your choice.

Note:
- The number of times you can hold a connection open is limited to 'P'. Choose P to any number of your choice.
- If there is no error return the corrected code
- If possible, try to save the resultant corrected code to a file and execute the C file.