

1. Files needed:
 - a. AddressUtility.c
 - b. DieWithMessage.c
 - c. Practical.h
2. Compile/run:
 - a. Compile:
 - i. Server: `gcc -o UDPEchoServer -std=gnu99 UDPEchoServer.c DieWithMessage.c AddressUtility.c`
 - ii. Client: `gcc -o UDPEchoClient -std=gnu99 UDPEchoClient.c DieWithMessage.c AddressUtility.c`
 - b. Run:
 - i. Server: `./UDPEchoServer <port> (./UDPEchoServer 1111)`
 - ii. Client: `./UDPEchoClient <server> <message> [<port>] (./UDPEchoClient 127.0.0.1 "Hello, world!" 1111)`
3. Run:
 - a. Server:



```
vagrant@dev-m1: /vagrant/Vagrant/CPSC 3600/Activity 4 — ssh - vagrant ss...
vagrant@dev-m1: /vagrant/Vagrant/CPSC... vagrant@dev-m1: /vagrant/Vagrant/C... +
[vagrant@dev-m1: /vagrant/Vagrant/CPSC 3600/Activity 4$ ./UDPEchoServer 1111
Handling client 127.0.0.1-45928
^C
vagrant@dev-m1: /vagrant/Vagrant/CPSC 3600/Activity 4$ █
```

b. Client:



```
vagrant@dev-m1: /vagrant/Vagrant/CPSC 3600/Activity 4 — ssh - vagrant ss...
vagrant@dev-m1: /vagrant/Vagrant/CPSC... × vagrant@dev-m1: /vagrant/Vagrant/C... +
[vagrant@dev-m1: /vagrant/Vagrant/CPSC 3600/Activity 4$ ./UDPEchoClient 127.0.0.1 ]
"Hello, world!" 1111
Received: Hello, world!
vagrant@dev-m1: /vagrant/Vagrant/CPSC 3600/Activity 4$ █
```