Exercise 9 – Multimedia in the Net

Task 9: Simple Text Streaming

Write a P2P streaming communication tool, `streamer`, that does the following:

- Listen on a TCP port given by the command line parameter -s <port> for incoming connection requests.
- Once a connection is established, print out data sent from the other system and send typed text to it via UDP.
- When the user types „`CALL <ip>:<port>`“ the application shall establish a TCP session control connection with the target.
- Once a connection exists, the application sends the typed text to the target, via UDP.
- Pressing Ctrl-C during a session ends the session. Pressing Ctrl-C without an existing session quits the application.

The ultimate goal is to enable inter-operation between the different implementations. This task description is in no way complete. We will create a more formal specification in the tutorials. A reference implementation will be made available for testing.

Hand in a make file (`Makefile`) and one or more .c and/or .h files which can be compiled on a computer in the CIP pool by issuing the command

`make streamer` or `make`

The resulting binary file `streamer` must run on the computers in the CIP-Pool.
Provide a file README, which lists features, limitations, build requirements and usage hints.
Create a branch `/branches/<group_X>` in the svn repository. Create a directory inside. Tag your final code revision as `/tags/<group_X>/streamer_v1` before the deadline

You shall (and have to) present your solution in the next tutorials. The program will be running on Raphael's laptop.

Deadline: Sunday, 14. January 2007, 24:00.

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