The purpose of this exercise is to assess basic UNIX, C, and network programming literacy.

1. Write a simple “talk” program that allows two users on different machines to interactively and concurrently type messages back and forth to a tty on each other’s computer. Use “UDP sockets” to implement the communications.
   
   You need not worry about the user interface to the program or the presentation of data on the screen (i.e., the interleaving of typed lines on the screen). Just do something reasonable. The emphasis in this assignment is on the network communications.

For this (and all other programming) assignments you will turn in your program electronically for grading by mailing a copy of your program to the instructor (jeffay@cs.unc.edu).

The program should be neatly formatted (i.e., easy to read) and well documented. In general, 75% of your grade for a program will be for correctness and completeness, 25% for “programming style” and documentation.