Abstract

Technology plays a vital role in global academic community. However, majority of learners still have extreme mathematical timidity. The demand to make learning process of mathematics simplified is increasing. As the modern life activities are getting completely centered on the Internet, providing an infrastructure for bringing mathematical computation over the Internet will greatly promote the mathematics learning. This dissertation makes two contributions. First, development of a modified math client-server application for easy mathematical computation on any network. Secondly, the work presents concepts involved in creating client server network applications using the TCP/IP socket programming, this work was realized using java technology. The application runs on both intranet and internet, allowing clients to interact and access mathematical functions provided by the server using request – reply protocol.

References


**Index Terms**

Computer Science  
Information Systems

**Keywords**

e-learning, math-client-server, client-server communication, mathematical functions.