Server

```c
#include<stdio.h>
#include<arpa/inet.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<netdb.h>
#include<stdlib.h>
#include<string.h>
#include<unistd.h>
#define SERV_TCP_PORT 5035
#define MAX 60
int i, j, tem;
char buff[4096], t;
FILE *f1;
int main(int afg, char *argv)
{
        int sockfd, newsockfd, clength;
        struct sockaddr_in serv_addr,cli_addr;
        char t[MAX], str[MAX];
        strcpy(t,"exit");
        sockfd=socket(AF_INET, SOCK_STREAM,0);
        serv_addr.sin_family=AF_INET;
        serv_addr.sin_addr.s_addr=INADDR_ANY;
        serv_addr.sin_port=htons(SERV_TCP_PORT);
        printf("\nBinded");
        bind(sockfd,(struct sockaddr*)&serv_addr, sizeof(serv_addr));
        printf("\nListening...");
        listen(sockfd, 5);
        clength=sizeof(cli_addr);
        newsockfd=accept(sockfd,(struct sockaddr*) &cli_addr,&clength);
        close(sockfd);
        read(newsockfd, &str, MAX);
        printf("\nClient message\n File Name : %s\n", str);
        f1=fopen(str, "r");
        while(fgets(buff, 4096, f1)!=NULL){
        write(newsockfd, buff,MAX);
        printf("\n");
        }
        fclose(f1);
        printf("\nFile Transferred\n");
        return 0;
}
```

Client

```c
#include<stdio.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<netdb.h>
#include<stdlib.h>
#include<string.h>
#include<unistd.h>
#include <arpa/inet.h>

#define SERV_TCP_PORT 5035
#define MAX 60
int main(int arg,char*argv[])
{
        int sockfd,n;
        struct sockaddr_in serv_addr;
        struct hostent*server;
        char send[MAX],recvline[MAX],s[MAX],name[MAX];
        sockfd=socket(AF_INET,SOCK_STREAM,0);
        serv_addr.sin_family=AF_INET;
        serv_addr.sin_addr.s_addr=inet_addr("127.0.0.1");
        serv_addr.sin_port=htons(SERV_TCP_PORT);
        connect(sockfd,(struct sockaddr*)&serv_addr,sizeof(serv_addr));
        printf("\nEnter the source file name : \n");
        scanf("%s",send);
        write(sockfd,send,MAX);
        while((n=read(sockfd,recvline,MAX))!=0)
        {
        printf("%s",recvline);
        }
        close(sockfd);
        return 0;
}
```
Output

Server	client
Binded	Enter the source file name :
Listening…	demo.txt
Client message	hello world
File Name : demo.txt	

File Transferred