#include<sys/types.h>

#include<sys/socket.h>

#include<sys/stat.h>

#include<stdio.h>

#include<stdlib.h>

#include<unistd.h>

#include<fcntl.h>

#include<arpa/inet.h>

#include<netinet/in.h>

void str\_cli(FILE \*fp,int sockfd){

int bufs=1024,cont;

char \*buff = malloc(bufs);

while((fgets(buff,bufs,fp)!=NULL)){

send(sockfd,buff,bufs,0);

if((cont = recv(sockfd,buff,bufs,0)) >=0){

printf("Server replied :");

fputs(buff,stdout);

}

}

printf("str cli\n");

printf("\nEOF\n");

}

int main(int argc, char\* argv[]){

int create\_socket,ret;

struct sockaddr\_in address;

if((create\_socket = socket(AF\_INET,SOCK\_STREAM,0)) >0)

printf("Socket created\n");

else

printf("Socket creation error");

address.sin\_family = AF\_INET;

address.sin\_port = htons(15001);

inet\_pton(AF\_INET,argv[1],&address.sin\_addr);

if( (ret=connect(create\_socket,(struct sockaddr \*) &address,sizeof(address))) ==

0)

printf("Connected\n");

else

printf("Error in connect");

str\_cli(stdin,create\_socket);

return 0;

}