2 TCP

SERVER

#include<stdio.h>

#include<stdlib.h>

#include<arpa/inet.h>

#include<sys/types.h>

#include<sys/socket.h>

#include<errno.h>

#include<unistd.h>

#include<netinet/in.h>

#include<string.h>

int main()

{

struct sockaddr\_in server\_addr;

struct sockaddr\_in client\_addr;

FILE \*fptr;

int sock,connected,bytes\_recv;

char ch,send\_data[1024],recv\_data[1024];

int sin\_size,flag = 0;

if((sock=socket(AF\_INET,SOCK\_STREAM,0))==-1)

{

perror("socket");

exit(1);

}

server\_addr.sin\_family=AF\_INET;

server\_addr.sin\_port=htons(6119);

server\_addr.sin\_addr.s\_addr=inet\_addr("127.0.0.1");

if(bind(sock,(struct sockaddr \*)&server\_addr, sizeof(struct sockaddr))==-1)

{

perror("unable to bind");

exit(1);

}

if(listen(sock,5)==-1)

{

perror("lsten");

exit(1);

}

printf("tcp server is waiting for client on port XXXX\n");

sin\_size=sizeof(struct sockaddr\_in);

connected=accept(sock,(struct sockaddr \*)&client\_addr,&sin\_size);

while(1)

{

bytes\_recv=recv(connected,recv\_data,1024,0);

recv\_data[bytes\_recv]='\0';

printf("reciecved data is %s\n\n\n",recv\_data);

fptr=fopen(recv\_data,"r");

if(fptr==NULL)

{

strcpy(send\_data,"FILE");

send(connected,send\_data,strlen(send\_data),0);

}

ch = fgetc(fptr);

while(ch != EOF)//this loop searches the for the current word

{

// fscanf(fptr,"%s",send\_data);

send\_data[flag] = ch;

flag++;

ch = fgetc(fptr);

//send(connected,send\_data,strlen(send\_data),0);

}

send(connected,send\_data,strlen(send\_data),0);

//send\_data[0] = 'q';

//strcpy(send\_data,"q");

//send(connected,send\_data,strlen(send\_data),0);

close(connected);

break;

}

}

CLIENT

#include<stdio.h>

#include<stdlib.h>

#include<unistd.h>

#include<sys/socket.h>

#include<sys/types.h>

#include<arpa/inet.h>

#include<netdb.h>

#include<netinet/in.h>

#include<errno.h>

#include<string.h>

int main()

{

int sock,bytes\_recv;

struct sockaddr\_in server\_addr;

char recv\_data[1024],send\_data[1024];

struct hostent \*host;

host=gethostbyname("127.0.0.1");

if((sock=socket(AF\_INET,SOCK\_STREAM,0))==-1)

{

perror("socket");

exit(1);

}

server\_addr.sin\_family=AF\_INET;

server\_addr.sin\_port=htons(6119);

server\_addr.sin\_addr.s\_addr=inet\_addr("127.0.0.1");

if(connect(sock,(struct sockaddr \*)&server\_addr,sizeof(struct sockaddr))==-1)

{

perror("connect");

exit(1);

}

printf("send Filename to send\n");

gets(send\_data);

if(strcmp(send\_data,"q")!=0)

send(sock,send\_data,strlen(send\_data),0);

while((bytes\_recv=recv(sock,recv\_data,1024,0))>0)

{

recv\_data[bytes\_recv]='\0';

//printf("%s\n\n", recv\_data);

//if(strcmp(recv\_data,"q")==0)

// {

// close(sock);

// break;

// }

printf("%s\n", recv\_data);

}

close(sock);

return 0;

}

