```c
1   #include <stdio.h>
2   #include <stdlib.h>
3   #include <unistd.h>
4   #include <string.h>
5   #include <sys/types.h>
6   #include <sys/socket.h>
7   #include <netinet/in.h>
8   #include <netdb.h>
9
10  void error(const char *msg)
11  {
12      perror(msg);
13      exit(0);
14  }
15
16  int main(int argc, char *argv[])
17  {
18      int sockfd, portno, n;
19      struct sockaddr_in serv_addr;
20      struct hostent *server;
21
22      char buffer[256];
23      if (argc < 3) {
24          fprintf(stderr,"usage %s hostname port\n", argv[0]);
25          exit(0);
26      }
27      portno = atoi(argv[2]);
28      sockfd = socket(AF_INET, SOCK_STREAM, 0);
29      if (sockfd < 0)
30          error("ERROR opening socket");
31      server = gethostbyname(argv[1]);
32      if (server == NULL) {
33          fprintf(stderr,"ERROR, no such host\n");
34          exit(0);
35      }
36      bzero((char *) &serv_addr, sizeof(serv_addr));
37      serv_addr.sin_family = AF_INET;
38      bcopy((char *)server->h_addr,
39           (char *)&serv_addr.sin_addr.s_addr,
40           server->h_length);
41      serv_addr.sin_port = htons(portno);
42      if (connect(sockfd,(struct sockaddr *) &serv_addr,sizeof(serv_addr)) < 0)
43          error("ERROR connecting");
44      printf("Client: ");
45      while(1)
46      {
47          bzero(buffer,256);
48          fgets(buffer,255,stdin);
49          n = write(sockfd,buffer,strlen(buffer));
50          if (n < 0)
51              error("ERROR writing to socket");
52          bzero(buffer,256);
53          n = read(sockfd,buffer,255);
54          if (n < 0)
55              error("ERROR reading from socket");
56          printf("Server : %s\n",buffer);
57          int i = strncmp("Bye" , buffer , 3);
58          if(i == 0)
59                  break;
60      }
61      close(sockfd);
62      return 0;
63  }
```