

Algorithm

Client

1. Create socket
2. Read the matrices from the standard input and send it to server using socket
3. Read product matrix from the socket and display it on the standard output
4. Close the socket

Server

1. Create socket
2. bind IP address and port number to the socket
3. Read the matrices socket from the client using socket
4. Find product of matrices
5. Send the product matrix to the client using socket
6. close the socket

Client program

```
#include<stdio.h>
#include<string.h>
#include<sys/socket.h>
#include<sys/types.h>
#include<netinet/in.h>
#include<arpa/inet.h>
#include<fcntl.h>
#include<stdlib.h>
main(int argc, char * argv[])
{
    int i,j,n;
    int sock_fd;
    struct sockaddr_in servaddr;
    int matrix_1[10][10], matrix_2[10][10], matrix_product[10][10];
    int size[2][2];
    int num_rows_1, num_cols_1, num_rows_2, num_cols_2;
    if(argc != 3)
    {
        fprintf(stderr, "Usage: ./client IPAddress_of_server port\n");
        exit(1);
    }
    printf("Enter the number of rows of first matrix\n");
```