

server.c

```
1 #include<stdio.h>
2 #include<stdlib.h>
3 #include<sys/socket.h>
4 #include<arpa/inet.h>
5 #include<string.h>
6 #include<unistd.h>
7
8
9 int main(int argc, char *argv[]){
10     struct sockaddr_in server = {0};
11     struct sockaddr_in client = {0};
12     char receive_msg[127] = {0};
13     char send_msg[127] = {0};
14
15     int socket_desc = socket(AF_INET, SOCK_STREAM, 0);
16     if(socket_desc < -1){
17         printf("Socket can't be created");
18         return 1;
19     }
20
21     int port;
```

client.c

```
21 printf("Enter Ip address:");
22 scanf("%s", ip_addr);
23 printf("Enter Port:");
24 scanf("%d", &port);
25
26 server.sin_addr.s_addr = inet_addr(ip_addr); //Local Host//chang
27 server.sin_family = AF_INET;
28 server.sin_port = htons(port);
29
30 int connected = connect(socket_desc,(struct sockaddr *)&server,s
31 if(connected < 0){
32     printf("Server is unreachable!! Exiting, Bye!\n");
33     return 1;
34 }
35 printf("Successfully connected with server\n");
36
37 while(1){
38     printf("Enter filename:");
39     for(int i = 0; i < 127; i++)
40         send_msg[i] = '\0';
41     scanf("%s", send_msg);
```

Terminal

```
server$ ./server
Give Port:9999
connection established with client.
[]

lab5$ cd client/
client$ gcc -o client client.c
client$ ./client
Enter Ip address:127.0.0.1
Enter Port:9999
Successfully connected with server
Enter filename:
```

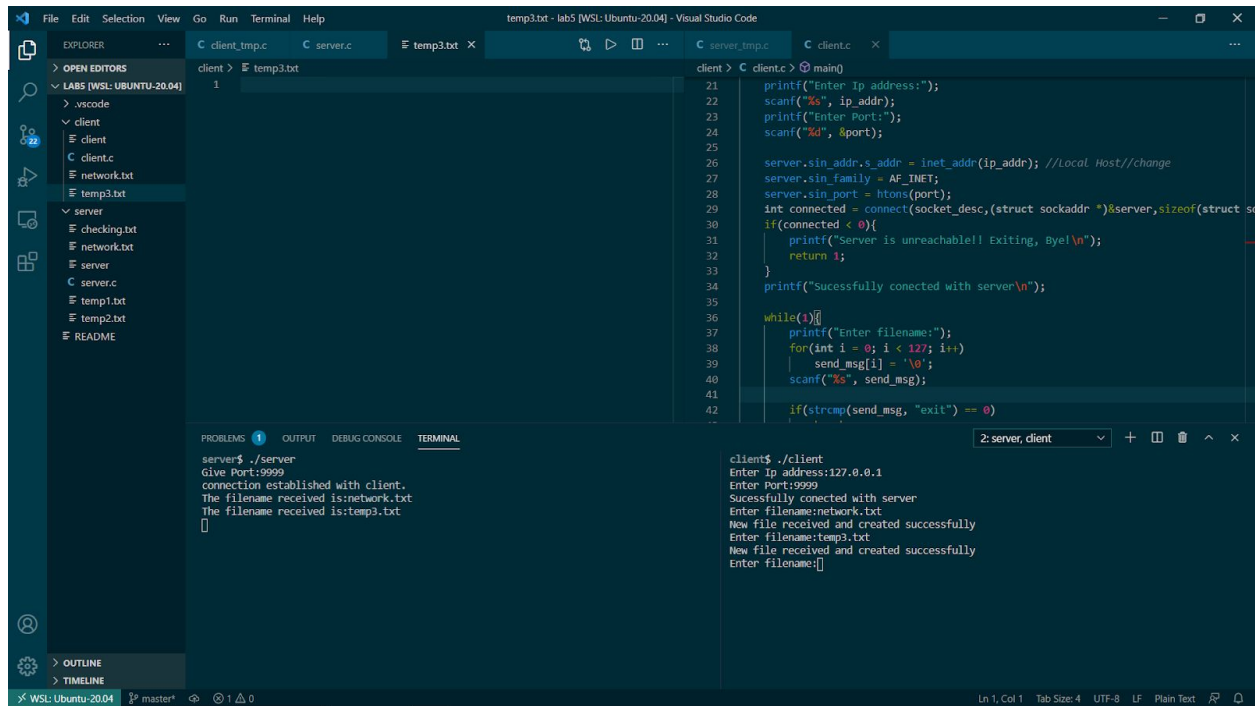
network.txt

```
1 Enabling
```

Terminal

```
server$ ./server
Give Port:9999
connection established with client.
The filename received is:network.txt
[]

client$ ./client
Enter Ip address:127.0.0.1
Enter Port:9999
Successfully connected with server
Enter filename:network.txt
New file received and created successfully
Enter filename:
```



```
File Edit Selection View Go Run Terminal Help temp3.txt - lab5 [WSL: Ubuntu-20.04] - Visual Studio Code

EXPLORER
  OPEN EDITORS
  LABS [WSL: UBUNTU-20.04]
    .vscode
    client
      client
      client.c
      network.txt
      temp3.txt
    server
      checking.txt
      network.txt
      server
      server.c
      temp1.txt
      temp2.txt
      README

PROBLEMS 1 OUTPUT DEBUG CONSOLE TERMINAL
server$ ./server
Give Port:9999
connection established with client.
The filename received is:network.txt
The filename received is:temp3.txt
connection established with client.

client$ ./client
Enter Ip address:127.0.0.1
Enter Port:9999
Successfully connected with server
Enter filename:network.txt
New file received and created successfully
Enter filename:temp3.txt
New file received and created successfully
Enter filename:exit
client$ ./client
Enter Ip address:127.0.0.1
Enter Port:9999
Successfully connected with server
Enter filename:
```

```
File Edit Selection View Go Run Terminal Help temp2.txt - lab5 [WSL: Ubuntu-20.04] - Visual Studio Code

EXPLORER
  OPEN EDITORS
  LABS [WSL: UBUNTU-20.04]
    .vscode
    client
      client
      client.c
      network.txt
      temp2.txt
      temp3.txt
    server
      checking.txt
      network.txt
      server
      server.c
      temp1.txt
      temp2.txt
      README

PROBLEMS 1 OUTPUT DEBUG CONSOLE TERMINAL
server$ ./server
Give Port:9999
connection established with client.
The filename received is:network.txt
The filename received is:temp3.txt
connection established with client.
The filename received is:temp2.txt

client$ ./client
Enter Ip address:127.0.0.1
Enter Port:9999
Successfully connected with server
Enter filename:network.txt
New file received and created successfully
Enter filename:temp3.txt
New file received and created successfully
Enter filename:exit
client$ ./client
Enter Ip address:127.0.0.1
Enter Port:9999
Successfully connected with server
Enter filename:temp2.txt
New file received and created successfully
Enter filename:
```