client.c  
  
#include<stdio.h>  
#include<unistd.h>  
#include<fcntl.h>  
#include<sys/types.h>  
#include<sys/stat.h>  
#include<sys/socket.h>  
#include<netinet/in.h>  
#include<stdlib.h>  
  
int main(int argc,char \*\*argv)  
{  
  int cs,n;  
  int bufsize=1024;  
  char \*buffer=malloc(bufsize);  
  char fname[255];  
  struct sockaddr\_in address;  
  address.sin\_family=AF\_INET;  
  address.sin\_port=htons(15000);  
  inet\_pton(AF\_INET,argv[1],&address.sin\_addr);  
  cs=socket(AF\_INET,SOCK\_STREAM,0);  
  connect(cs,(struct sockaddr \*)&address,sizeof(address));  
  printf("\nEnter filename: ");scanf("%s",fname);  
  send(cs,fname,255,0);  
  while((recv(cs,buffer,bufsize,0))>0)  
  printf("%s",buffer);  
  printf("\nEOF\n");  
  return close(cs);  
}