server.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 cs,ns,fd,n;  
  int bufsize=1024;  
  char \*buffer=malloc(bufsize);  
  struct sockaddr\_in address;  
  char fname[255];  
  address.sin\_family=AF\_INET;  
  address.sin\_port=htons(15000);  
  address.sin\_addr.s\_addr=  
INADDR\_ANY;  
  cs=socket(AF\_INET,SOCK\_STREAM,0);  
  bind(cs,(struct sockaddr \*)&address,sizeof(address));  
  listen(cs,3);  
  ns=accept(cs,(struct sockaddr \*)NULL,NULL);  
  recv(ns,fname,255,0);  
  fd=open(fname,O\_RDONLY);  
  n=read(fd,buffer,bufsize);  
  send(ns,buffer,n,0);  
  close(ns);  
  return close(cs);  
  
}