

```
#include <zmq.h>
#include <stdio.h>
#include <unistd.h>
#include <string.h>
#include <assert.h>
```

```
int main (void)
```

```
{
    // Socket to talk to clients
    void *context = zmq_ctx_new ();
    void *responder = zmq_socket (context, ZMQ_REP);
    int rc = zmq_bind (responder, "tcp://*:5555");
    assert (rc == 0);

    while (1) {
        char buffer [10];
        zmq_recv (responder, buffer, 10, 0);
        printf ("Received Hello\n");
        sleep (1);          // Do some 'work'
        zmq_send (responder, "World", 5, 0);
    }
    return 0;
}
```