

Example: UDP Server

```
struct sockaddr_in servaddr, cliaddr;
sockfd = socket(AF_INET, SOCK_DGRAM, 0);
memset(&servaddr, 0, sizeof(servaddr));
memset(&cliaddr, 0, sizeof(cliaddr));
servaddr.sin_family   = AF_INET; // IPv4
servaddr.sin_addr.s_addr = INADDR_ANY;
servaddr.sin_port = htons(PORT);
if ( bind(sockfd, (const struct sockaddr *)&servaddr,
        sizeof(servaddr))
n = recvfrom(sockfd, (char *)buffer, MAXLINE,
        MSG_WAITALL, ( struct sockaddr *) &cliaddr,
        &len);
sendto(sockfd, (const char *)hello, strlen(hello),
        MSG_CONFIRM, (const struct sockaddr *) &cliaddr,
        len);
```

Example: UDP Client

```
sockfd = socket(AF_INET, SOCK_DGRAM, 0);
memset(&servaddr, 0, sizeof(servaddr));
servaddr.sin_family = AF_INET;
servaddr.sin_port = htons(PORT);
servaddr.sin_addr.s_addr = INADDR_ANY;
sendto(sockfd, (const char *)hello, strlen(hello),
        MSG_CONFIRM, (const struct sockaddr *) &servaddr,
        sizeof(servaddr));
n = recvfrom(sockfd, (char *)buffer, MAXLINE,
             MSG_WAITALL, (struct sockaddr *) &servaddr,
             &len);
close(sockfd);
```