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# CSE1004 ASSIGNMENT

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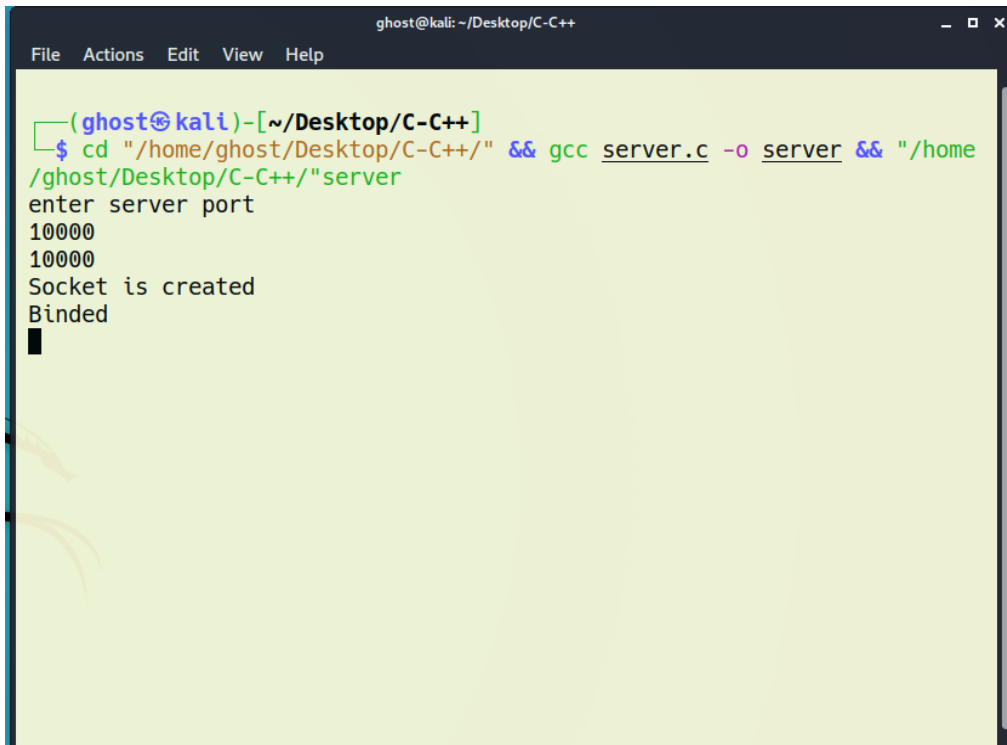
REGISTRATION NUMBER- 20BRS1262

ESTABLISHING A CONNECTION BETWEEN A SERVER AND ITS CLIENT USING SOCKET PROGRAMMING (IN C LANGUAGE):

FIRST:

A SOCKET IS CREATED FROM THE SERVER SIDE AND THE SERVER BINDS ITSELF TO IT OR IN OTHER WORD THE SERVER IS PREPARING ITSELF TO LISTEN TO ANY QUERIES THAT WILL BE SENT TO IT.

## The Server Window



```
ghost@kali: ~/Desktop/C-C++
File Actions Edit View Help
(ghost@kali)-[~/Desktop/C-C++]
$ cd "/home/ghost/Desktop/C-C++/" && gcc server.c -o server && "/home/ghost/Desktop/C-C++/server"
enter server port
10000
10000
Socket is created
Binded
█
```

## The Client Window



```
ghost@kali: ~/Desktop/C-C++  
File Actions Edit View Help  
(ghost@kali)~[~/Desktop/C-C++]  
$ cd "/home/ghost/Desktop/C-C++/" && gcc cilent.c -o cilent && "/home/ghost/Desktop/C-C++/"cilent  
Enter server port  
█
```

### SECONDLY:

THE CLIENT NOW IS TRYING TO CONNECT TO THE SOCKET CREATED BY THE SERVER WITH HELP OF THE PORT NUMBER OF THAT PARTICULAR SOCKET DEFINED BY THE SERVER.

(Hence the connection is established between the client and the server and now they can transfer data between each other)

## The Client Window



```
ghost@kali: ~/Desktop/C-C++
File Actions Edit View Help

(ghost@kali)-[~/Desktop/C-C++]
$ cd "/home/ghost/Desktop/C-C++/" && gcc cilent.c -o cilent && "/home
/ghost/Desktop/C-C++/"cilent
Enter server port
10000
10000
Socket is created
Connected

(ghost@kali)-[~/Desktop/C-C++]
$
```

## The Server Window

```
ghost@kali: ~/Desktop/C-C++
File Actions Edit View Help

(ghost@kali)-[~/Desktop/C-C++]
$ cd "/home/ghost/Desktop/C-C++/" && gcc server.c -o server && "/home
/ghost/Desktop/C-C++/"server
enter server port
10000
10000
Socket is created
Binded
AcceptClient address : 127.0.0.1

(ghost@kali)-[~/Desktop/C-C++]
$
```