```
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<string.h>
#include<arpa/inet.h>

#define PORT 5000

void main()
{
 int clientsock;
 struct sockaddr_in addr;
 char buf[1024];

 clientsock=socket(AF_INET,SOCK_STREAM,0);
 printf("Client is created succesfully\n");
 memset(&addr,'\0',sizeof(addr));
 addr.sin_family=AF_INET;
 addr.sin_port=htons(PORT);
 addr.sin_addr.s_addr=inet_addr("127.0.0.1");

 connect(clientsock,(struct sockaddr*)&addr,sizeof(addr));
 printf("Connection  successfully\n");

 while(1)
 {
  bzero(buf,1024);
  printf("Enter message\n");
  fgets(buf,sizeof(buf),stdin);
  send(clientsock,buf,strlen(buf),0);

  if(strncmp("exit",buf,4)==0)
   {
    close(clientsock);
    printf("Client  disconnected\n");
    break;
   }
 }

}
```

```
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<string.h>
#include<arpa/inet.h>
#define PORT 5000
int main()
{
 int server_sock,client_sock,n;
 struct sockaddr_in serveraddr,clientaddr;
 socklen_t addr_size;
 char buf[1024];
 server_sock=socket(AF_INET,SOCK_STREAM,0);
 printf("Server is created successfully\n");
 memset(&serveraddr,'\0',sizeof(serveraddr));
 serveraddr.sin_family=AF_INET;
 serveraddr.sin_port=htons(PORT);
 serveraddr.sin_addr.s_addr=inet_addr("127.0.0.1");

 n=bind(server_sock,(struct sockaddr*)&serveraddr,sizeof(serveraddr));
 printf("Bind to Port number %d\n",PORT);

 listen(server_sock,5);
 printf("Listening....\n");
  addr_size=sizeof(clientaddr);
  client_sock=accept(server_sock,(struct sockaddr*)&clientaddr,&addr_size);
  printf("Client Connected\n");
  while(1)
  {
   bzero(buf,1024);
   recv(client_sock,buf,sizeof(buf),0);
   printf("From Client:%s",buf);

   if(strncmp("exit",buf,4)==0)
   {
     close(client_sock);
     printf("Server is disconnected\n");
     break;
   }

  }
 return 0;
}
```

```
21BR14256@administrator-PowerEdge-R820:~/networkLab$ ./tcpserver
Server is created successfully
Bind to Port number 5000
Listening....
Client Connected
From Client:Hello
From Client:hellloooo
From Client:good morning
Server is disconnected

21BR14256@administrator-PowerEdge-R820:~/networkLab$ ./tcpclient
Client is created succesfully
Connection  successfully
Enter message
Hello
Enter message
hellloooo
Enter message
good morning
Enter message
exit
Client  disconnected
```

```
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<string.h>
#include<arpa/inet.h>

#define PORT 5000

void main()
{
 int clientsock;
 struct sockaddr_in addr;
 char buf[1024];

 clientsock=socket(AF_INET,SOCK_STREAM,0);
 printf("Client is created succesfully\n");
 memset(&addr,'\0',sizeof(addr));
 addr.sin_family=AF_INET;
 addr.sin_port=htons(PORT);
 addr.sin_addr.s_addr=inet_addr("127.0.0.1");

 connect(clientsock,(struct sockaddr*)&addr,sizeof(addr));
 printf("Connection  successfully\n");

 while(1)
 {
  bzero(buf,1024);
  printf("Enter message\n");
  fgets(buf,sizeof(buf),stdin);
  send(clientsock,buf,strlen(buf),0);

  if(strncmp("exit",buf,4)==0)
   {
    close(clientsock);
    printf("Client  disconnected\n");
    break;
   }
 }

}
```

```
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<string.h>
#include<arpa/inet.h>
#define PORT 5000
int main()
{
 int server_sock,client_sock,n;
 struct sockaddr_in serveraddr,clientaddr;
 socklen_t addr_size;
 char buf[1024];
 server_sock=socket(AF_INET,SOCK_STREAM,0);
 printf("Server is created successfully\n");
 memset(&serveraddr,'\0',sizeof(serveraddr));
 serveraddr.sin_family=AF_INET;
 serveraddr.sin_port=htons(PORT);
 serveraddr.sin_addr.s_addr=inet_addr("127.0.0.1");

 n=bind(server_sock,(struct sockaddr*)&serveraddr,sizeof(serveraddr));
 printf("Bind to Port number %d\n",PORT);

 listen(server_sock,5);
 printf("Listening....\n");
  addr_size=sizeof(clientaddr);
  client_sock=accept(server_sock,(struct sockaddr*)&clientaddr,&addr_size);
  printf("Client Connected\n");
  while(1)
  {
   bzero(buf,1024);
   recv(client_sock,buf,sizeof(buf),0);
   printf("From Client:%s",buf);

   if(strncmp("exit",buf,4)==0)
   {
     close(client_sock);
     printf("Client  disconnected\n");
     break;
   }

  }
 return 0;
}
```

```
22BR14483@administrator-PowerEdge-R820:~/networkLab$ ./tcpserver
Server is created successfully
Bind to Port number 5000
Listening....
Client Connected
From Client:Hello
From Client:msg from client
Client  disconnected

22BR14483@administrator-PowerEdge-R820:~/networkLab$ ./tcpclient
Client is created succesfully
Connection  successfully
Enter message
Hello
Enter message
msg from client
Enter message
exit
Client  disconnected


22BR14486@administrator-PowerEdge-R820:~/networkLab$ ./tcpserver
Server is created successfully
Bind to Port number 4000
Listening....
Client Connected
From Client:Hello sree
From Client:22br14486
server  is disconnected

22BR14486@administrator-PowerEdge-R820:~/networkLab$ ./tcpclient
Client is created succesfully
Connection  successfully
Enter message
Hello sree
Enter message
22br14486
Enter message
exit
Client  is disconnected
```

```
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<string.h>
#include<arpa/inet.h>

#define PORT 4000

void main()
{
 int clientsock;
 struct sockaddr_in addr;
 char buf[1024];

 clientsock=socket(AF_INET,SOCK_STREAM,0);
 printf("Client is created succesfully\n");
 memset(&addr,'\0',sizeof(addr));
 addr.sin_family=AF_INET;
 addr.sin_port=htons(PORT);
 addr.sin_addr.s_addr=inet_addr("127.0.0.1");

 connect(clientsock,(struct sockaddr*)&addr,sizeof(addr));
 printf("Connection  successfully\n");

 while(1)
 {
  bzero(buf,1024);
  printf("Enter message\n");
  fgets(buf,sizeof(buf),stdin);
  send(clientsock,buf,strlen(buf),0);

  if(strncmp("exit",buf,4)==0)
   {
    close(clientsock);
    printf("Client is  disconnected\n");
    break;
   }
 }

}
```

```
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<string.h>
#include<arpa/inet.h>
#define PORT 4000
int main()
{
 int server_sock,client_sock,n;
 struct sockaddr_in serveraddr,clientaddr;
 socklen_t addr_size;
 char buf[1024];
 server_sock=socket(AF_INET,SOCK_STREAM,0);
 printf("Server is created successfully\n");
 memset(&serveraddr,'\0',sizeof(serveraddr));
 serveraddr.sin_family=AF_INET;
 serveraddr.sin_port=htons(PORT);
 serveraddr.sin_addr.s_addr=inet_addr("127.0.0.1");

 n=bind(server_sock,(struct sockaddr*)&serveraddr,sizeof(serveraddr));
 printf("Bind to Port number %d\n",PORT);

 listen(server_sock,5);
 printf("Listening....\n");
  addr_size=sizeof(clientaddr);
  client_sock=accept(server_sock,(struct sockaddr*)&clientaddr,&addr_size);
  printf("Client Connected\n");
  while(1)
  {
   bzero(buf,1024);
   recv(client_sock,buf,sizeof(buf),0);
   printf("From Client:%s",buf);

   if(strncmp("exit",buf,4)==0)
   {
     close(client_sock);
     printf("server is disconnected\n");
     break;
   }

  }
 return 0;
}
```