SERVER:

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

#define PORT 8088

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_DGRAM,0);
 if(server_sock ==-1)
 {
  printf("Server not created\n");
  exit(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");
 bind(server_sock,(struct sockaddr*)&serveraddr,sizeof(serveraddr));
 printf("Bind to Port number %d\n",PORT);

 addr_size=sizeof(clientaddr);

 while(1)
  {
    bzero(buf,1024);
    n=recvfrom(server_sock,buf,sizeof(buf),0,(struct sockaddr*)&clientaddr,&addr_size);
    if(n<0)
     {
       printf("Message sending failed\n");
     }
    printf("From Client: %s",buf);
    if(strncmp("exit",buf,4)==0)
    {
     close(client_sock);
     break;
    }
    bzero(buf,1024);
```

```c
      printf("Enter message\n");
      fgets(buf,sizeof(buf),stdin);
      sendto(server_sock,buf,strlen(buf),0,(struct  sockaddr*)&clientaddr,addr_size);
   }

   return 0;
 }
```

CLIENT:

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

 #define PORT 8088

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

  clientsock=socket(AF_INET,SOCK_DGRAM,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");


  addr_size=sizeof(addr);

  while(1)
  {
   bzero(buf,1024);
   printf("Enter message\n");
   fgets(buf,sizeof(buf),stdin);
   sendto(clientsock,buf,strlen(buf),0,(struct  sockaddr*)&addr,addr_size);

   if(strncmp(buf,"exit",4)==0)
    {
     printf("Disconnected\n");
     break;
    }

    bzero(buf,1024);
```

```
    recvfrom(clientsock,buf,sizeof(buf),0,(struct sockaddr*)&addr,&addr_size);
    printf("From Server: %s",buf);
  }
    close(clientsock);

}
```

SERVER:
21BR14267@administrator-PowerEdge-R820:~/nwlab$ ./a.out
Server is created successfully
Bind to the Port number 7376
From Client:hi
Enter message
hello
From Client:message recieved
Enter message
fine
exit
From Client:exit
Server is disconnected

CLIENT:

21BR14267@administrator-PowerEdge-R820:~/nwlab$ gcc udpcbi.c
21BR14267@administrator-PowerEdge-R820:~/nwlab$ ./a.out
Client is created successfully
Enter message:
hi
From server:hello
Enter message
message recieved
From server:fine
Enter message
exit
Client Disconnected