

Client.c

```
#include <stdio.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <fcntl.h>
#include <string.h>

main()
{
    int i, sockfd;
    char buf[100];
    struct sockaddr_in sa_addr;

    sockfd = socket(AF_INET, SOCK_STREAM, 0);

    sa_addr.sin_family = AF_INET;
    sa_addr.sin_addr.s_addr = inet_addr("127.0.0.1");
    sa_addr.sin_port = htons(6000);
    memset(sa_addr.sin_zero, '\0', sizeof
        sa_addr.sin_zero);

    i = connect(sockfd, (struct sockaddr *)&sa_addr,
        sizeof(sa_addr));
```



```
for (i=0; i<100; i++) buf[i] = '\0';  
recv(sockfd, buf, 100, 0);  
printf("%s\n", buf);
```

```
for (i=0; i<100; i++) buf[i] = '\0';  
recv(sockfd, buf, 100, 0);  
printf("%s\n", buf);
```

```
for (i=0; i<100; i++) buf[i] = '\0';  
strcpy(buf, "Message from client");  
send(sockfd, buf, 100, 0);
```

```
close(sockfd);
```

```
}
```



Server.c

```
#include <stdio.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <fcntl.h>
#include <string.h>
main ()
{
    int sockfd, fd1, length, i;
    char buf[100];
    struct sockaddr_in sa_addr, cl_addr;

    sockfd = socket (AF_INET, SOCK_STREAM, 0);

    sa_addr.sin_family = AF_INET;
    sa_addr.sin_addr.s_addr = INADDR_ANY;
    sa_addr.sin_port = htons(8000);
    memset(sa_addr.sin_zero, '\0', Size of
        sa_addr.sin_zero);

    i = bind(sockfd, (struct sockaddr *)&sa_addr,
        Size of (sa_addr));
```



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```
printf("test %d\n", sockfd, i);
```

```
listen(sockfd, 5);
```

```
length = size of (d_addr);
```

```
fd1 = accept(sockfd, (struct sockaddr *)&cl_addr,  
             &length);
```

```
for(i=0; i < 100; i++) buf[i] = '\0';
```

```
strcpy(buf, "Message from server");
```

```
send(fd1, buf, 100, 0);
```

```
for(i=0; i < 100; i++) buf[i] = '\0';
```

```
recv(fd1, buf, 100, 0);
```

```
printf("%s\n", buf);
```

```
close(fd1);
```

```
}
```