**LAB ASSIGNMENT – 7**

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**Code –**

**Server Side**

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

#include <sys/socket.h>

#include <sys/types.h>

#include <netinet/in.h>

#include <arpa/inet.h>

void main(int argc, char \*\*argv){

if(argc != 2){

printf("Usage: %s <port>\n", argv[0]);

exit(0);

}

int port = atoi(argv[1]);

int sockfd;

struct sockaddr\_in si\_me, si\_other;

char buffer[1024];

socklen\_t addr\_size;

sockfd = socket(AF\_INET, SOCK\_DGRAM, 0);

memset(&si\_me, '\0', sizeof(si\_me));

si\_me.sin\_family = AF\_INET;

si\_me.sin\_port = htons(port);

si\_me.sin\_addr.s\_addr = inet\_addr("127.0.0.1");

bind(sockfd, (struct sockaddr\*)&si\_me, sizeof(si\_me));

addr\_size = sizeof(si\_other);

recvfrom(sockfd, buffer, 1024, 0, (struct sockaddr\*)& si\_other, &addr\_size);

printf("[+]Data Received: %s", buffer);

}

**Client Side**

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

#include <sys/socket.h>

#include <sys/types.h>

#include <netinet/in.h>

#include <arpa/inet.h>

void main(int argc, char \*\*argv){

if(argc != 2){

printf("Usage: %s <port>\n", argv[0]);

exit(0);

}

int port = atoi(argv[1]);

int sockfd;

struct sockaddr\_in serverAddr;

char buffer[1024];

socklen\_t addr\_size;

sockfd = socket(PF\_INET, SOCK\_DGRAM, 0);

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");

strcpy(buffer, "Hello Server\n");

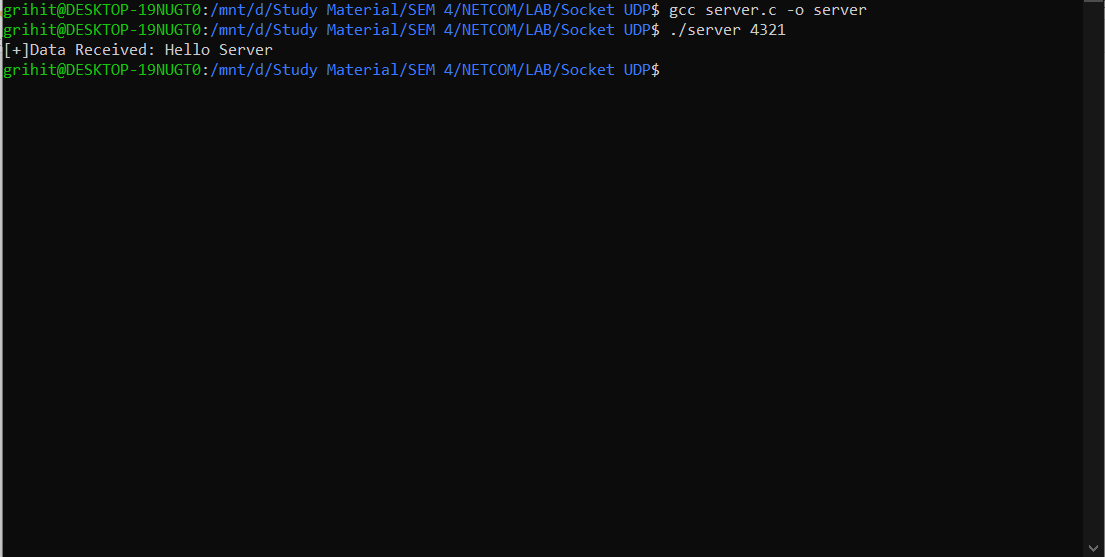
sendto(sockfd, buffer, 1024, 0, (struct sockaddr\*)&serverAddr, sizeof(serverAddr));

printf("[+]Data Send: %s", buffer);

}

**Output –**

**Server Side**



**Client Side**

