##include <iostream>

#include <cstring>

#include <sys/socket.h>

#include <sys/types.h>

#include <unistd.h>

int main() {

// Create a socket

int clientSocket = socket(AF\_UNIX, SOCK\_STREAM, 0);

if (clientSocket == -1) {

std::cerr << "Error creating socket" << std::endl;

return -1;

}

// Specify the server address

struct sockaddr serverAddress;

socklen\_t serverAddressLength = sizeof(serverAddress);

serverAddress.sa\_family = AF\_UNIX;

strcpy(serverAddress.sa\_data, "server\_socket");

// Connect to the server

if (connect(clientSocket, &serverAddress, serverAddressLength) == -1) {

std::cerr << "Error connecting to server" << std::endl;

close(clientSocket);

return -1;

}

// Send the number 7 to the server

int numberToSend = 7;

send(clientSocket, &numberToSend, sizeof(numberToSend), 0);

// Receive and print the result from the server

int result;

ssize\_t bytesRead = recv(clientSocket, &result, sizeof(result), 0);

if (bytesRead == sizeof(result)) {

std::cout << "Result from server: " << result << std::endl;

} else {

std::cerr << "Error receiving result from server" << std::endl;

}

// Close the socket

close(clientSocket);

return 0;

}