

Cliente:

cria o socket
preenche a estrutura
envia a mensagem
termina

```
socket( ... );  
serv_addr = ...;  
sendto( socket, ... );  
exit(0);
```

Servidor:

cria o socket
preenche a estrutura
bind

recebe mensagem

imprime a mensagem

```
socket( ... );  
serv_addr = ...;  
bind( socket, ... );  
while(1) {  
    recvfrom( socket, buffer, sizeof( buffer ), 0,  
              NULL, NULL );  
    printf( buffer );  
}
```

Ex 2:

Cliente:

```
sendto( ... );
```

```
nbytes = recvfrom( sockfd, buffer, sizeof( buffer ), 0,  
                  NULL, NULL );
```

```
printf( buffer );
```

```
close( sockfd );
```

```
exit(0);
```

Servidor:

```
cli_len = sizeof( cli_addr );
```

```
while(1) {
```

```
    recvfrom( sockfd, buffer, sizeof( buffer ), 0,  
    (struct sockaddr*) &cli_addr, &cli_len );
```

```
    printf( buffer );
```

```
    sendto( sockfd, buffer, strlen( buffer ), 0,
```

```
    (struct sockaddr*) &cli_addr, cli_len );
```

```
}
```