**FILE TRANSFER PROTOCOL**

CODE-

SERVER:

#include<sys/types.h>

#include<sys/socket.h>

#include<sys/stat.h>

#include<arpa/inet.h>

#include<netinet/in.h>

#include<netdb.h>

#include<unistd.h>

#include<stdio.h>

#include<string.h>

int main(int argc,char \*argv[])

{

int sd,ad,size;

struct sockaddr\_in servaddr,cliaddr;

socklen\_t clilen;

clilen=sizeof(cliaddr);

struct stat x;

char buff[100],file[10000];

FILE \*fp;

bzero(&servaddr,sizeof(servaddr));

servaddr.sin\_family=AF\_INET;

servaddr.sin\_addr.s\_addr=htonl(INADDR\_ANY);

servaddr.sin\_port=htons(1537);

sd=socket(AF\_INET,SOCK\_STREAM,0);

bind(sd,(struct sockaddr\*)&servaddr,sizeof(servaddr));

listen(sd,5);

printf("%s\n","Server Is Running....");

ad=accept(sd,(struct sockaddr\*)&cliaddr,&clilen);

while(1)

{

bzero(buff,sizeof(buff));

bzero(file,sizeof(file));

recv(ad,buff,sizeof(buff),0);

fp=fopen(buff,"r");

stat(buff,&x);

size=x.st\_size;

fread(file,sizeof(file),1,fp);

send(ad,file,sizeof(file),0);

}

}

CLIENT:

#include<sys/types.h>

#include<sys/socket.h>

#include<netinet/in.h>

#include<arpa/inet.h>

#include<netdb.h>

#include<stdio.h>

#include<unistd.h>

#include<string.h>

int main(int argc,char \*argv[])

{

int sd,cd;

struct sockaddr\_in servaddr,cliaddr;

socklen\_t clilen;

char buff[100],file[10000];

struct hostent \*h;

h=gethostbyname(argv[1]);

bzero(&servaddr,sizeof(servaddr));

servaddr.sin\_family=h->h\_addrtype;

memcpy((char \*)&servaddr.sin\_addr.s\_addr,h->h\_addr\_list[0],h->h\_length);

servaddr.sin\_port=htons(1537);

sd=socket(AF\_INET,SOCK\_STREAM,0);

cd=connect(sd,(struct sockaddr\*)&servaddr,sizeof(servaddr));

while(1)

{

printf("%s\n","Enter the File Name :");

scanf("%s",buff);

send(sd,buff,strlen(buff)+1,0);

printf("%s\n","File Output :");

recv(sd,file,sizeof(file),0);

printf("%s",file);

}

return 0;

}

OUTPUT:





