* **AIM: Executing Commands given by client on the server.**

**Client Code:**

#include<sys/types.h>

#include<sys/socket.h>

#include<stdio.h>

#include<unistd.h>

#include<netdb.h>

#include<netinet/in.h>

#include<string.h>

#include<arpa/inet.h>

#include<sys/stat.h>

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

{

int sd;

char buff[1024],file[10000];

struct sockaddr\_in cliaddr,servaddr;

struct hostent \*h;

socklen\_t servlen;

servlen=sizeof(servaddr);

h=gethostbyname(argv[1]);

bzero(&servaddr,sizeof(servaddr));

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

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

servaddr.sin\_port=htons(1137);

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

if(sd<0)

{

printf("Socket Creation Error");

}

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

while(1)

{

printf("\nEnter the command to be executed");

fgets(buff,1024,stdin);

sendto(sd,buff,strlen(buff)+1,0,(struct sockaddr \*)&servaddr,sizeof(servaddr));

printf("\nData Sent");

recvfrom(sd,file,strlen(file)+1,0,(struct sockaddr \*)&servaddr,&servlen);

printf("Recieved From UDPSERVER %s",file);

}

return 0;}

**Server Code:**

#include<sys/types.h>

#include<sys/socket.h>

#include<stdio.h>

#include<netdb.h>

#include<netinet/in.h>

#include<string.h>

#include<sys/stat.h>

#include<arpa/inet.h>

#include<unistd.h>

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

{

int sd,size;

char buff[1024],file[10000];

struct sockaddr\_in cliaddr,servaddr;

FILE \*fp;

struct stat x;

socklen\_t clilen;

clilen=sizeof(cliaddr);

bzero(&servaddr,sizeof(servaddr));

servaddr.sin\_family=AF\_INET;

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

servaddr.sin\_port=htons(1137);

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

if(sd<0)

{

printf("Socket CReation Error");

}

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

while(1)

{

bzero(buff,sizeof(buff));

recvfrom(sd,buff,sizeof(buff),0,(struct sockaddr \*)&cliaddr,&clilen);

strcat(buff,">file1");

system(buff);

fp=fopen("file1","r");

stat("file1",&x);

size=x.st\_size;

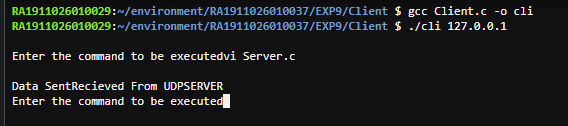
fread(file,size,1,fp);

sendto(sd,file,sizeof(file),0,(struct sockaddr \*)&cliaddr,sizeof(cliaddr));

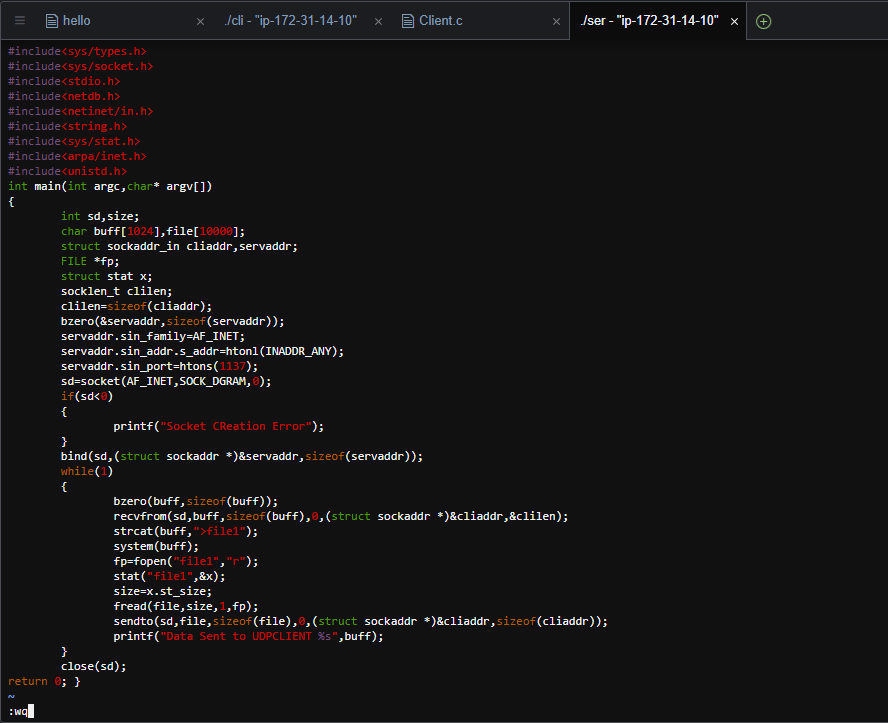
printf("Data Sent to UDPCLIENT %s",buff);

} close(sd); return 0; }

**Output:**

****

****

****