```
#include <stdio.h>
#include <stdlib.h>
#include <stdio.h>
#include <stdlib.h>
#include <errno.h>
#include <string.h>
#include <netinet/in.h>
#include <sys/socket.h>
#include <sys/types.h>
#include <strings.h>
#include <unistd.h>

#define PORT 12345
int sock, socket2, lg;
char mess[80];
struct sockaddr_in local;   // champs d entete local
struct sockaddr_in distant; // champs d entete distant

void creer_socket()
{
 // preparation des champs d entete
   bzero(&local, sizeof(local));          // mise a zero de la zone adresse
   local.sin_family = AF_INET;            // famille d adresse internet
   local.sin_port = htons(PORT);          // numero de port
   local.sin_addr.s_addr = INADDR_ANY;    // types d adresses prises en charge
   bzero(&(local.sin_zero),8);                  // fin de remplissage

   lg = sizeof(struct sockaddr_in);
 // creation socket du serveur mode TCP/IP
   if((sock=socket(AF_INET, SOCK_STREAM,0)) == -1){perror("socket"); exit(1);}

 // nommage de la socket
      if(bind(sock, (struct sockaddr *)&local, sizeof(struct sockaddr)) == -1)
     {perror("bind");exit(1);}
}
```

```
main()
{
char ack[80]="message recu ...\n";

   // creation socket
   creer_socket();

   // mise a l ecoute
   if(listen(sock, 5) == -1){perror("listen");exit(1);}

   // boucle sans fin pour la gestion des connexions
   while(1)
     {  // attente connexion client
      printf ("En  attente d un client\n");
      if((socket2=accept(sock, (struct sockaddr *)&distant, &lg)) == -1)
           {perror("accept");exit(1);}
      printf ("client connecte \n");
      strcpy(mess,"");
      while (strncmp(mess,"fin",3)!=0)
      { read(socket2,mess,80);
        printf ("le client me dit %s \n",mess);
             write(socket2, "message recu !",80);
      }
        close(socket2);       // on lui ferme la socket
     }
}
```