SERVER SIDE

```c
//Program for SMTP_Server
#include<stdio.h>
#include<stdlib.h>
#include<sys/types.h>
#include<netinet/in.h>
#include<string.h>
#include<unistd.h>
int main()
{
        struct sockaddr_in server,client;
        int sock_desc,temp_sock_desc,pno,i=0,j,m=0;
        socklen_t len;
        char buf[100],domain[20],snd[26];
        memset(&server,0,sizeof(server));
        memset(&client,0,sizeof(client));
        printf("\n Enter the port number : ");
        scanf("%d",&pno);
        if((sock_desc=socket(AF_INET,SOCK_DGRAM,0))==-1)
        {
                printf("\n Socket creation failed !!!\n");
                exit(1);
        }
        server.sin_family=AF_INET;
        server.sin_port=pno;
        server.sin_addr.s_addr=INADDR_ANY;
        if((bind(sock_desc,(struct sockaddr *)&server,sizeof(server)))==-1)
        {
                printf("\n Binding error !!!\n");
                exit(1);
        }
        len=sizeof(server);
        if((recvfrom(sock_desc,buf,sizeof(buf),0,(struct sockaddr *)&server,&len))==-1)
        {
                printf("\n Error in receiving !!!\n");
                exit(1);
        }
        strcpy(snd,buf);
        while(i<strlen(buf))
        {
                if(buf[i]=='0')
                {
                        for (j=i+1;strlen(buf);j++)
                        domain[m++]=buf[j];
                        break;
                }
                i++;
        }
        domain[m]='\0';
        printf("\n Reveiving mail ...");
        printf("\n Domain verified <<%s>> ...\n",domain);
```

```c
        len=sizeof(server);
        if((recvfrom(sock_desc,buf,sizeof(buf),0,(struct sockaddr *)&server,&len))==-1)
        {
                 printf("\n Error in receiving !!!\n");
                exit(1);
        }
        printf("\n From : %s\n",buf);
        len=sizeof(server);
        if((recvfrom(sock_desc,buf,sizeof(buf),0,(struct sockaddr *)&server,&len))==-1)
        {
                printf("\n Error in receiving !!!\n");
                exit(1);
        }
        while(strcmp(buf,".")!=0)
        {
                printf("%s\t\n\t",buf);
                len=sizeof(server);
                if((recvfrom(sock_desc,buf,sizeof(buf),0,(struct sockaddr *)&server,&len))==-1)
                {
                        printf("\nError in receiving..\n");
                        exit(1);
                }
        }
        printf("\n Mail received to: %s \n",snd);
        close(temp_sock_desc);
        return(0);
}
//End of the program
```

CLIENT SIDE

```c
//Program for SMTP_Client
#include<stdio.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<stdlib.h>
#include<string.h>
#include<arpa/inet.h>
#include<unistd.h>
int main()
{
        struct sockaddr_in client;
        int sock_desc,pno;
        char buf[100];
        memset(&client,0,sizeof(client));
        printf("\n Enter the port number : ");
        scanf("%d",&pno);
        if((sock_desc=(socket(AF_INET,SOCK_DGRAM,0)))==-1)
        {
                printf("\n Socket creation failed !!!\n");
                exit(1);
        }
```

```c
        client.sin_family=AF_INET;
        client.sin_port=pno;
        client.sin_addr.s_addr=inet_addr("127.0.0.1");
        printf("\n To      : ");
        scanf("%s",buf);
        if((sendto(sock_desc,buf,sizeof(buf),0,(struct sockaddr *)&client,sizeof(client)))==-1)
        {
                printf("\nSending error !!!\n");
                exit(1);
        }
        strcpy(buf,"\0");
        printf("\n From    : ");
        scanf("%s",buf);
        if((sendto(sock_desc,buf,sizeof(buf),0,(struct sockaddr *)&client,sizeof(client)))==-1)
        {
                printf("\n Error in sending !!!\n");
                exit(1);
        }
        strcpy(buf,"\0");
        printf("\n Subject : ");
        scanf("%s",buf);
        if((sendto(sock_desc,buf,sizeof(buf),0,(struct sockaddr *)&client,sizeof(client)))==-1)
        {
                printf("\n Error in sending !!!\n");
                exit(1);
        }
        strcpy(buf,"\0");
        printf("\n Message body : ");
        while(strcmp(buf,".")!=0)
        {
                strcpy(buf,"\0");
                scanf("%s",buf);
                if((sendto(sock_desc,buf,sizeof(buf),0,(struct  sockaddr *)&client,sizeof(client)))==-
1)
                {
                        printf("\n Error in sending !!!\n");
                        exit(1);
                }
        }
        close(sock_desc);
         return 0;
}
//End of the program
```

OUTPUT