

SERVER SIDE

```
// Program_Server side
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <string.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <arpa/inet.h>
#include <netinet/in.h>
#include <time.h>
int main()
{
    struct sockaddr_in cin,caddr;
    struct tm* ptr;
    time_t t;
    char buf[32],c,echobuf[32];
    int cid,n,i,byrc,b,len,pno;
    printf("\n Enter the port number : ");
    scanf("%d",&pno);
    cid=socket(AF_INET,SOCK_DGRAM,0);
    if(cid==-1)
    {
        printf("\n Error in creating socket !!! \n");
        return 0;
    }
    cin.sin_family=AF_INET;
    cin.sin_port=htons(pno);
    cin.sin_addr.s_addr=htons(INADDR_ANY);
    n=sizeof(cin);
    caddr.sin_family=AF_INET;
    caddr.sin_addr.s_addr=htons(INADDR_ANY);
    if(bind(cid,(struct sockaddr *)&cin,n)<0)
    {
        printf("\n Binding Falied !!! \n");
        return 0;
    }
    b=sizeof(caddr);
    printf("\n Server Started ...\n");
    do
    {
        strncpy(echobuf," ",32);
        if((byrc=recvfrom(cid,echobuf,31,0,(struct sockaddr *)&caddr,&b))<=0)
        {
            printf("\n Error in receiving request !!!\n");
            return 0;
        }
        if(strcmp(echobuf,"e")==0)
        {
            printf("\n Server Stopped ...\n");
            break;
        }
    }
}
```

```

    }
    printf("\n Request Received ...\n");
    printf("\n Sending Time to Client ...\n");
    t=time(NULL);
    ptr=localtime(&t);
    strftime (buf,sizeof(buf),"%I:%M%p",ptr);
    sendto(cid,buf,strlen(buf),0,(struct sockaddr *)&caddr,sizeof(caddr));
}while(1);
close(cid);
}
//End of the program

```

CLIENT SIDE

```

// Program_Client side
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <string.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <arpa/inet.h>
#include <netinet/in.h>
int main()
{
    struct sockaddr_in cin,saddr,sin;
    char buf[32],c,echobuf[32];
    int cid,n,i,byrc,s,m,pno;
    printf("\n Enter the port number : ");
    scanf("%d",&pno);
    cid=socket(AF_INET,SOCK_DGRAM,0);
    if(cid== -1)
    {
        printf("\n Error in creating socket !!! \n");
        return 0;
    }
    saddr.sin_family=AF_INET;
    saddr.sin_port=htons(pno);
    saddr.sin_addr.s_addr=htons(INADDR_ANY);
    cin.sin_family=AF_INET;
    cin.sin_port=htons(pno+1);
    cin.sin_addr.s_addr=htons(INADDR_ANY);
    if(bind(cid,(struct sockaddr *)&cin,sizeof(cin))<0)
    {
        printf("\n Binding Falied !!! \n");
        return 0;
    }
    n=sizeof(saddr);
    printf("\n Client Started ...\n");
    do

```

```

{
    strncpy(buf, " ",32);
    printf("\n_____ \nMAIN  MENU\n_____ \n>  Enter
any key for displaying time\n> Enter 'e' for exit\n\n");
    scanf("%s",buf);
    s=sendto(cid,buf,30,0,(struct sockaddr *)&saddr,sizeof(saddr));
    if(s<0)
        printf("\n Sending Failed !!! \n");
    if(strcmp(buf,"e")==0)
    {
        printf("\n Client Stopped ...\n");
        break;
    }
    m=sizeof(sin);
    strncpy(echobuf, " ",32);
    if((byrc=recvfrom(cid,echobuf,31,0,(struct sockaddr *)&saddr,&m))<=0)
    {
        printf("\n Error in Receiving !!! \n");
        return 0;
    }
    printf("\nReceived...\n Time is : %s\n",echobuf);

}while(1);
close(cid);
}
//End of the program

```

OUTPUT

The image displays two terminal windows side-by-side, demonstrating the execution of a time server and client program.

Left Terminal (Server):

```

user@hp: ~/Desktop
File Edit View Search Terminal Help
user@hp:~/Desktop$ gcc time_server.c
user@hp:~/Desktop$ ./a.out
Enter the port number : 7853
Server Started ...
Request Received ...
Sending Time to Client ...
Server Stopped ...
user@hp:~/Desktop$

```

Right Terminal (Client):

```

user@hp: ~/Desktop
File Edit View Search Terminal Help
user@hp:~/Desktop$ gcc time_client.c
user@hp:~/Desktop$ ./a.out
Enter the port number : 7853
Client Started ...

MAIN MENU
-----
> Enter any key for displaying time
> Enter 'e' for exit

1

Received...
Time is : 08:57PM

MAIN MENU
-----
> Enter any key for displaying time
> Enter 'e' for exit

e

Client Stopped ...
user@hp:~/Desktop$

```