#include <iostream>

#include <sys/types.h>

#include <sys/socket.h>

#include <netinet/in.h>

#include <arpa/inet.h>

#include <unistd.h>

#include <cstring>

#define PORT 8080

int main() {

int sock = 0, valread;

struct sockaddr\_in serv\_addr;

const char \*hello = "Hello from client";

char buffer[1024] = {0};

if ((sock = socket(AF\_INET, SOCK\_STREAM, 0)) < 0) {

std::cout << "Socket creation error" << std::endl;

return -1;

}

serv\_addr.sin\_family = AF\_INET;

serv\_addr.sin\_port = htons(PORT);

// Convert IPv4 and IPv6 addresses from text to binary form

if (inet\_pton(AF\_INET, "127.0.0.1", &serv\_addr.sin\_addr) <= 0) {

std::cout << "Invalid address/ Address not supported" << std::endl;

return -1;

}

if (connect(sock, (struct sockaddr \*)&serv\_addr, sizeof(serv\_addr)) < 0) {

std::cout << "Connection Failed" << std::endl;

return -1;

}

send(sock, hello, strlen(hello), 0);

std::cout << "Hello message sent\n";

valread = read(sock, buffer, 1024);

std::cout << "Message from server: " << buffer << std::endl;

close(sock);

    return 0;

}