**Client code**

#include <iostream>

#include <csignal>

#include <cstring>

#include <unistd.h>

#include <arpa/inet.h>

#define PORT 8080

int sock = 0;

void signalHandler(int signum) {

const char\* message = "Ctrl+C pressed!";

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

std::cout << "Message delivered to server.\n";

exit(signum);

}

int main() {

struct sockaddr\_in serv\_addr;

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);

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;

}

signal(SIGINT, signalHandler);

std::cout << "Press Ctrl+C to send message to server...\n";

while (true) {

// Keep the client running

}

return 0;

}