tcpc.c

```c
#include"sys/socket.h"

#include"netinet/in.h"

#include"stdio.h"

#include"string.h"

#include<stdlib.h>

int main()

{

    char buf[100];

    int k;

    int sock_desc;

    struct sockaddr_in client;

    sock_desc=socket(AF_INET,SOCK_STREAM,0);

    if(sock_desc==-1)

    printf("Error in socket creation");

    client.sin_family=AF_INET;

    client.sin_addr.s_addr=INADDR_ANY;

    client.sin_port=3003;

    k=connect(sock_desc,(struct sockaddr*)&client,sizeof(client));

    if(k==-1)

    printf("Error in connecting to server");

    printf("\nEnter data to be send:");

    fgets(buf,100,stdin);

    k=send(sock_desc,buf,100,0);

    printf("Error in sending");
```

```c
    close(sock_desc);

    return 0;

}
```

tcps.c

```c
#include"sys/socket.h"

#include"netinet/in.h"

#include"stdio.h"

#include"string.h"

#include"stdlib.h"

int main()

{

    char buf[100];

    int k;

    socklen_t len;

    int sock_desc,temp_sock_desc;

    struct sockaddr_in server,client;

    sock_desc=socket(AF_INET,SOCK_STREAM,0);

    if(sock_desc==-1)

    printf("Error in socketcreation");

    server.sin_family=AF_INET;

    server.sin_addr.s_addr=INADDR_ANY;

    server.sin_port=3003;

    client.sin_family=AF_INET;
```

```c
client.sin_addr.s_addr=INADDR_ANY;

client.sin_port=3003;

k=bind(sock_desc,(struct sockaddr*)&server,sizeof(server));

if(k==-1)

printf("Error in binding");

k=listen(sock_desc,5);

if(k==-1)

printf("Error in listening");

len=sizeof(client);

temp_sock_desc=accept(sock_desc,(struct sockaddr*)&client,&len);

if(temp_sock_desc==-1)

printf("Error in temporary socket creation");

k=recv(temp_sock_desc,buf,100,0);

if(k==-1)

printf("Error in receiving");

printf("Message got from client is : %s",buf);

close(temp_sock_desc);

return 0;
}
```