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Server file

#include <sys/types.h>

#include<sys/socket.h>

#include<netdb.h>

#include<stdio.h>

#include<string.h>

int main()

{

char str[100];

int listen\_fd,comm\_fd;

struct sockaddr\_in servaddr,clientaddr;

listen\_fd = socket(AF\_INET,SOCK\_DGRAM,0);

bzero(&servaddr,sizeof(servaddr));

servaddr.sin\_family = AF\_INET;

servaddr.sin\_addr.s\_addr = htonl(INADDR\_ANY);

servaddr.sin\_port = htons(22000);

bind(listen\_fd,(struct sockaddr\*)&servaddr,sizeof(servaddr));

//listen(listen\_fd,10);

while(1)

{

//comm\_fd = accept(listen\_fd,(struct sockaddr\*)NULL,NULL);

recvfrom(listen\_fd,str,100,0,(struct sockaddr\*)&clientaddr,sizeof(clientaddr));

printf("Echoing back %s",str);

close(comm\_fd);

}

return 0;

}

Client file

#include <sys/types.h>

#include<sys/socket.h>

#include<netdb.h>

#include<stdio.h>

#include<string.h>

#include<unistd.h>

int main(int argc,char \*\*argv)

{

int sockfd,n;

char sendline[100];

char readline[100];

struct sockaddr\_in servaddr;

sockfd = socket(AF\_INET,SOCK\_DGRAM,0);

bzero(&servaddr,sizeof(servaddr));

servaddr.sin\_family = AF\_INET;

servaddr.sin\_addr.s\_addr = inet\_addr("127.0.0.1");

servaddr.sin\_port = htons(22000);

while(1)

{

bzero(sendline,100);

bzero(readline,100);

fgets(sendline,100,stdin);

sendto(sockfd,sendline,100,0,(struct sockaddr\*)&servaddr,sizeof(servaddr));

}

return 0;

}

