## **Server**

**fd = socket(AF\_INET, SOCK\_STREAM, 0);**

**struct sockaddr\_in serv\_addr;**

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

serv\_addr.sin\_addr.s\_addr = inet\_addr("127.0.0.1"); // INADDR\_ANY alt.

serv\_addr.sin\_port = htons(SERV\_PORT);// Equalize endianness

**if (bind(fd, (struct sockaddr \*)&serv\_addr, sizeof(serv\_addr)) < 0)**

**listen(fd, 5); // Upto 5 listeners**

**client\_fd = accept(fd, (struct sockaddr \*) &client\_addr, &addrlen);**

**n = read(client\_fd, buffer, 255); // char buffer[255]**

**n = write(client\_fd, "Message received", 20);**

# **Client**

**fd = socket(AF\_INET, SOCK\_STREAM, 0);**

**struct sockaddr\_in client\_addr;**

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

client\_addr.sin\_addr.s\_addr = inet\_addr("127.0.0.1"); // INADDR\_ANY alt.

client\_addr.sin\_port = htons(SERV\_PORT);

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

**n = write(sockfd, buffer, 20); OR n = read(sockfd, buffer, 255);**