```
#include <stdio.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <netdb.h>
#include <string.h>

// GROUP F
// RYAN ISENNOCK
// risenno@ostatemail.okstate.edu

int main(int argc, char *argv[])
{
   printf("\n        MINI PROJECT OPERATING SYSTEMS");
   printf("\n        Team F");
   printf("\n        Spring 2021");
   printf("\n\nFinal Program: 03/27/2021");
   printf("\n\nGROUP MEMBERS:");
   printf("\nAyrton Ledesma");
   printf("\nRasheed Abid");
   printf("\nRyan Isennock\n");
   printf("\nPlease enter the employee's information as it is requested!\n");

   int sockfd;
   int portNumber;
   int num;
   struct sockaddr_in serverAddress;
   struct hostent *server;
```

```
char name[256];
char jobTitle[256];
char status[256];

if(argc < 3)
{
   exit(0);
}

portNumber = atoi(argv[2]);
sockfd = socket(AF_INET, SOCK_STREAM, 0);

if(sockfd < 0)
{
   return 1;
}

server = gethostbyname(argv[1]);

if(server == NULL)
{
   exit(0);
}

bzero((char *) &serverAddress, sizeof(serverAddress));
serverAddress.sin_family = AF_INET;
bcopy((char *)server->h_addr, (char *)&serverAddress.sin_addr.s_addr,server->h_length);
serverAddress.sin_port = htons(portNumber);
```

```
   if(connect(sockfd, &serverAddress, sizeof(serverAddress)) < 0)
   {
      return 2;
   }

   int counter = 0;

   //Receiving input from user up to a fixed amount of times. 100 in this case. and sending it to
SocketConnection Using pipe
   while(counter < 100){
      printf("\nNAME:     ");
      bzero(name, 256);
      fgets(name, 255,stdin);
      name[strlen(name)-1] = '\0';

      //Writing user's input to SocketConnection
      num = write(sockfd, name, strlen(name));
      if(num < 0)
      {
         return 3;
      }

      printf("JOBTITLE: ");
      bzero(jobTitle, 256);
      fgets(jobTitle, 255,stdin);

      //Writing user's input to SocketConnection
      num = write(sockfd, jobTitle, strlen(jobTitle));
      if(num < 0)
```

```
        {
           return 4;
        }

        printf("STATUS:   ");
        bzero(status, 256);
        fgets(status, 255,stdin);
        printf("\n");

        //Writing user's input to SocketConnection
        num = write(sockfd, status, strlen(status));
        if(num < 0)
        {
           return 5;
        }
        counter++;
    }
    return 0;
}
```