//client

char fNameIn[256]; //file name

char fBuff[256]; //file contents

FILE \*fPoint; //file pointer

printf("Input name of file to store: ");

fgets(fNameIn,256,stdin);

fPoint=fopen(args[1], "r"); //open text file fNameIn

if (fPoint == NULL)

{

printf("Error opening file.\n");

}

else

{

//signal server for operation

write(sock, "COM:STORE", 9);

write(sockfd, fNameIn, sizeof(fNameIn));//send file name to server

while (fgets(fBuff,256,fPoint) != NULL) //read text from file into fBuff until EOF

{

write(sockfd, fBuff, sizeof(fBuff)); //send file data to server

}

fclose (fPoint);//close text file

printf("File Sent.\n");

}

//server

char fName[256]; //file name

char fBuff[256]; //file contents

FILE \*fPoint;//file pointer

if((buffer,"COM:STORE")==0)

{

read(sock, fName, 256);

fPoint = fopen(fName,"w");//store file contents in program directory

if (fPoint == NULL)

{

printf("Error opening file.\n");

}

else

{

while(read(sock,fBuff,256)>0)

{

fprintf(fPoint, "%s",fBuff);

}

}

}