Server.c

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

#include <arpa/inet.h>

#include <unistd.h>

#define SIZE 1024

FILE \*f1;

int main(){

char \*ip = "127.0.0.1";

int port = 4000;

int e;

int sockfd, new\_sock;

struct sockaddr\_in server\_addr, new\_addr;

socklen\_t addr\_size;

char buffer[1024];

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

if(sockfd < 0) {

perror("[-]Error in socket");

exit(1);

}

printf("[+]Server socket created successfully");

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

server\_addr.sin\_port = port;

server\_addr.sin\_addr.s\_addr = inet\_addr(ip);

e = bind(sockfd, (struct sockaddr\*)&server\_addr, sizeof(server\_addr));

if(e < 0) {

perror("[-]Error in bind");

exit(1);

}

printf("[+]Binding successfull.\n");

if(listen(sockfd, 10) == 0){

printf("[+]Listening....\n");

}else{

perror("[-]Error in listening");

exit(1);

}

addr\_size = sizeof(new\_addr);

new\_sock = accept(sockfd, (struct sockaddr\*)&new\_addr, &addr\_size);

read(new\_sock , &buffer, SIZE);

printf("\nClient message\n File Name : %s\n", buffer);

f1=fopen(buffer, "r");

while(fgets(buffer, 1024, f1)!=NULL) {

write(new\_sock, buffer,SIZE);

printf("\n"); }

fclose(f1);

close(new\_sock);

close(sockfd);

printf("[+]Data written in the file successfully.\n");

return 0;

}

Client.c

#include <stdio.h>

#include <stdlib.h>

#include <unistd.h>

#include <string.h>

#include <arpa/inet.h>

#define SIZE 1024

char data[SIZE] = {0};

int main(){

char \*ip = "127.0.0.1";

int port = 4000;

int e;

int sockfd;

struct sockaddr\_in server\_addr;

FILE \*fp;

char \*filename = "send.txt";

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

if(sockfd < 0) {

perror("[-]Error in socket");

exit(1);

}

printf("[+]Server socket created successfully.\n");

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

server\_addr.sin\_port = port;

server\_addr.sin\_addr.s\_addr = inet\_addr(ip);

e = connect(sockfd, (struct sockaddr\*)&server\_addr, sizeof(server\_addr));

if(e == -1) {

perror("[-]Error in socket");

exit(1);

}

printf("[+]Connected to Server.\n");

printf("\nEnter the source file name : \n");

scanf("%s",data);

write(sockfd,data,SIZE);

while((read(sockfd,data,SIZE))!=0) {

printf("%s",data);

}

printf("[+]Closing the connection.\n");

close(sockfd);

return 0;