TCP CLIENT

#include<stdio.h>

#include<sys/types.h>

#include<sys/socket.h>

#include<netinet/in.h>

#include<netdb.h>

#define PORT 3700

#define MAXDATASIZE 100

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

{

int fd,fd2,ic,numbytes,sin\_size;

char buf[MAXDATASIZE];

struct hostent\*he;

struct sockaddr\_in server;

if(argc!=2)

{

printf("Usage:%s\n",argv[0]);

exit(-1);

}

if((he=gethostbyname(argv[1]))==NULL)

{

printf("gethostbyname()error\n");

exit(-1);

}

if((fd=socket(AF\_INET,SOCK\_STREAM,0))==-1)

{

printf("socket()error\n");

exit(-1);

}

server.sin\_family=AF\_INET;

server.sin\_port=htons(PORT);

server.sin\_addr=\*((struct in\_addr\*)he->h\_addr);

bzero(&(server.sin\_zero),8);

ic=connect(fd,(struct sockaddr\*)&server,sizeof(struct sockaddr));

if(ic==-1)

{

printf("connect()error\n");

exit(-1);

}

if((numbytes=recv(fd,buf,MAXDATASIZE,0))==-1)

{

printf("recv()error\n");

exit(-1);

}

buf[numbytes]='\0';

printf("Server Message:%s\n",buf);

close(fd);

}