TCP SERVER

#include<stdio.h>

#include<sys/types.h>

#include<sys/socket.h>

#include<netinet/in.h>

#define PORT 3700

#define BACKLOG 2

main()

{

int fd,fd2,numbytes,ic;

char buf[100];

struct sockaddr\_in server;

struct sockaddr\_in client;

int sin\_size;

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.s\_addr=INADDR\_ANY;

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

if(bind(fd,(struct sockaddr\*)&server,sizeof(struct sockaddr))!=-1)

{

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

exit(-1);

}

if(listen(fd,BACKLOG)==-1)

{

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

exit(-1);

}

while(1)

{

sin\_size=sizeof(struct sockaddr\_in);

if((fd2=accept(fd,(struct sockaddr\*)&client,&sin\_size))==-1)

{

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

exit(-1);

}

printf("you gota connection from %s\n",inet\_ntoa(client.sin\_addr));

send(fd2,"welcome to server",22,0);

close(fd2);

}

}

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