**FILE TRANSFER USING TCP**

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**SERVER**

#include<stdio.h>

#include<unistd.h>

#include<fcntl.h>

#include<arpa/inet.h>

#include<sys/types.h>

#include<sys/socket.h>

#include<netinet/in.h>

#include<string.h>

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

{

int len;

int sockfd, newfd, n;

struct sockaddr\_in servaddr, cliaddr;

char buff[1024];

char str[1000];

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

if(sockfd < 0)

perror("Cannot create socket!\n");

bzero(&servaddr, sizeof(servaddr));

servaddr.sin\_family = AF\_INET;

servaddr.sin\_addr.s\_addr = INADDR\_ANY;

servaddr.sin\_port = htons(7228);

if(bind(sockfd, (struct sockaddr\*)&servaddr, sizeof(servaddr)) < 0)

perror("Bind error!\n");

listen(sockfd,2);

len = sizeof(cliaddr);

newfd = accept(sockfd, (struct sockaddr\*)&cliaddr, &len);

n = read(newfd, buff, sizeof(buff));

printf("File name: %s\n", buff);

int fd = open(buff, O\_RDONLY);

if(fd < 0) {

strcpy(buff, "Does not exist!\n");

}

else {

n = 0;

bzero(buff, sizeof(buff));

read(fd, buff, 1024);

close(fd);

}

n = write(newfd, buff, sizeof(buff));

close(newfd);

close(sockfd);

return 0;

}

**CLIENT**

#include<stdio.h>

#include<unistd.h>

#include<sys/types.h>

#include<sys/socket.h>

#include<arpa/inet.h>

#include<netinet/in.h>

#include<string.h>

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

{

int len;

int sockfd, n;

struct sockaddr\_in servaddr, cliaddr;

char str[1000];

char buff[1024];

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

if(sockfd < 0)

perror("Cannot create socket!\n");

bzero(&servaddr, sizeof(servaddr));

servaddr.sin\_family = AF\_INET;

servaddr.sin\_addr.s\_addr = inet\_addr(argv[1]);

servaddr.sin\_port = htons(7228);

connect(sockfd, (struct sockaddr\*)&servaddr, sizeof(servaddr));

printf("Enter the file name: ");

scanf("%s", buff);

n = write(sockfd, buff, sizeof(buff));

n = read(sockfd, buff, sizeof(buff));

printf("Response:\n %s\n", buff);

close(sockfd);

return 0;

}