

RA1811031010010
FTP EX 10
Swapnanil Dhol

Client

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <string.h>
#include <arpa/inet.h>
#define SIZE 1024
void send_file(FILE *fp, int sockfd){
    int n;
    char data[SIZE] = {0};
    while(fgets(data, SIZE, fp) != NULL) {
        if (send(sockfd, data, sizeof(data), 0) == -1) {
            perror("Error in sending file.");
            exit(1);
        }
        bzero(data, SIZE);
    }
}
int main(){
    char *ip = "127.0.0.1";
    int port = 8080;
    int e;
    int sockfd;
    struct sockaddr_in server_addr;
    FILE *fp;
    char *filename;
    printf("Enter filename ::");
    scanf("%s",&filename);
    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");
fp = fopen(filename, "r");
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if (fp == NULL) {
perror("Error in reading file.");
exit(1);
}
send_file(fp, sockfd);
printf("File data sent successfully.\n");
printf("Closing the connection.\n");
close(sockfd);
return 0;
}

```

Server

```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <arpa/inet.h>
#define SIZE 1024
void write_file(int sockfd){
int n;
FILE *fp;
char *filename = "rp.txt";
char buffer[SIZE];
fp = fopen(filename, "a");
while (1) {
n = recv(sockfd, buffer, SIZE, 0);
if (n <= 0){
break;
return;
}
fprintf(fp, "%s", buffer);
printf("Copied Data is : %s", buffer);
bzero(buffer, SIZE);
1
}
return;
}
int main(){
char *ip = "127.0.0.1";

```

```

int port = 8080;
int e;
int sockfd, new_sock;
struct sockaddr_in server_addr, new_addr;
socklen_t addr_size;
char buffer[SIZE];
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 = bind(sockfd, (struct sockaddr*)&server_addr, sizeof(server_addr));
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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);
write_file(new_sock);
printf("/nData has been written in the file.\n");
return 0;
}

```

Screenshot

