

RA1811031010010
Ex 5
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Computer Networks

TCP/IP DAY-TIME SERVER

Server Code

```
#include<stdio.h>
#include<time.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<unistd.h>
int main(int argc,char *argv[]){
    int s=socket(AF_INET,SOCK_STREAM,0);
    struct sockaddr_in sadd;
    sadd.sin_family=AF_INET;
    sadd.sin_addr.s_addr=htonl(INADDR_ANY);
    sadd.sin_port=htons(1999);
    socklen_t slen=sizeof(sadd);
    bind(s,(struct sockaddr*) &sadd,slen);
    printf("Server connected!\n");
    listen(s,1);
    struct sockaddr_in cadd;
    socklen_t clen=sizeof(cadd);
    int a=accept(s,(struct sockaddr*) &cadd, &clen);
    printf("Client connected!\n");
    char b[1024];
    time_t t=time(NULL);
    snprintf(b,sizeof(b),"%s",ctime(&t));
    send(a,b,sizeof(b),0);
    close(s);
}
```

Client Code

```
#include<stdio.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netdb.h>
#include<unistd.h>
#include<arpa/inet.h>
int main(int argc, char *argv[]) {
    int s=socket(AF_INET, SOCK_STREAM,0);
    struct sockaddr_in sadd;
    sadd.sin_family=AF_INET;
    sadd.sin_addr.s_addr=inet_addr("127.0.0.1");
    sadd.sin_port=htons(1999);
    socklen_t slen=sizeof(sadd);
    connect(s,(struct sockaddr*) &sadd, slen);
    char b[1024];
    recv(s,b,sizeof(b),0);
}
```

```
    printf("Time: %s\n",b);  
    close(s);  
}
```

Screenshot

