Client/Server programming using TCP



1. **Client machine’s program**

/\*TCP\_Client\*/

#include <sys/types.h>

#include <sys/socket.h>

#include <netinet/in.h>

#include <stdio.h>

#include <unistd.h>

#include <stdlib.h>

int main()

{ int sid;

char c;

struct sockaddr\_in server\_address;

int server\_addlen;

server\_address.sin\_family=AF\_INET;

server\_address.sin\_addr.s\_addr=inet\_addr("127.0.0.1");

server\_address.sin\_port=5080;

server\_addlen=sizeof(server\_address);

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

connect(sid,(struct sockaddr \*)&server\_address,server\_addlen);

write(sid,"B",1);

read(sid,&c,1);

printf("Char from server is %c\n",c);

close(sid);

return(0);

}

1. **Server machines’ program**

/\*TCP\_Server\*/

#include <sys/types.h>

#include <sys/socket.h>

#include <netinet/in.h>

#include <stdio.h>

#include <unistd.h>

#include <stdlib.h>

int main()

{

int serid,sessid;

char c;

struct sockaddr\_in server\_address,client\_address;

int server\_addlen,client\_addlen;

server\_address.sin\_family=AF\_INET;

server\_address.sin\_addr.s\_addr=inet\_addr("127.0.0.1");

server\_address.sin\_port=5080;

server\_addlen=sizeof(server\_address);

client\_addlen=sizeof(client\_addlen);

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

bind(serid,(struct sockaddr\*)&server\_address,server\_addlen);

listen(serid,10);

while(1)

{

printf("Server is ready to accept ......\n");

sessid=accept(serid,(struct sockaddr \*)&client\_address,&client\_addlen);

read(sessid,&c,1);

write(sessid,&c,1);

close(sessid);

}

return(0);

}