**PROGRAM – serverFT,c**

#include<stdio.h>

#include<sys/socket.h>

#include<netinet/in.h>

#include<string.h>

#include <stdlib.h>

#include <unistd.h>

void main()

{

FILE\* fptr;

int socketid,b,newsocket,len;

char recline[100],sendline[100];

struct sockaddr\_in serveraddr,clientaddr;

bzero(&serveraddr,sizeof(serveraddr));

//creating socket

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

if(socketid<0)

printf("Socket Cannot be created\n");

else

printf("Socket Created\n");

//setting parameters of socket

serveraddr.sin\_family=AF\_INET;

serveraddr.sin\_port=htons(3000);

serveraddr.sin\_addr.s\_addr=htonl(INADDR\_ANY);

//binding socket

b = bind(socketid,(struct sockaddr\*)&serveraddr,sizeof(serveraddr));

if(b<0)

printf("Cannot bind socket\n");

else

printf("Socket Binded Successfully\n");

//listen()

listen(socketid,10);

len=sizeof(clientaddr);

newsocket=accept(socketid,(struct sockaddr\*)&clientaddr,&len);

printf("Connection Accepted\n");

bzero(recline,100);

bzero(sendline,100);

char str1[100];

while(1)

{

//message recv from client

read(newsocket,recline,100);

if (strcmp(recline,"quit")==0 || strcmp(sendline,"quit")== 0)

exit(0);

//display

printf("Message from Client\n");

printf("-------------------\n");

puts(recline);

//opening file

fptr = fopen(recline,"r");

if (fptr == NULL){

strcpy(sendline,"Error while opening the file");

}

else{

strcpy(sendline,"");

while(fgets(str1,100,fptr) != NULL){

strcat(sendline,str1);

}

}

puts(sendline);

write(newsocket,sendline,sizeof(sendline));

if (strcmp(recline,"quit")==0 || strcmp(sendline,"quit")== 0)

exit(0);

}

close(socketid);

}

**PROGRAM - clientFT.c**

#include<stdio.h>

#include<sys/socket.h>

#include<netinet/in.h>

#include<string.h>

#include <stdlib.h>

#include <unistd.h>

void main()

{

int socketid,len;

char sendline[100],recline[100];

struct sockaddr\_in serveraddr,clientaddr;

bzero(&serveraddr,sizeof(serveraddr));

//creating socket

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

if(socketid<0)

printf("Socket Cannot be created\n");

else

printf("Socket Created\n");

//setting parameters of socket

serveraddr.sin\_family=AF\_INET;

serveraddr.sin\_port=htons(3000);

serveraddr.sin\_addr.s\_addr=htonl(INADDR\_ANY);

//connecting to server

connect(socketid,(struct sockaddr\*)&serveraddr,sizeof(serveraddr));

printf("Client Connected\n");

bzero(sendline,100);

bzero(recline,100);

while(1)

{

//messaging from client to server

printf("Enter File Name = ");

gets(sendline);

write(socketid,sendline,sizeof(sendline));

if(strcmp(recline,"quit")==0 || strcmp(sendline,"quit")==0)

exit(0);

//message recv and display from server

read(socketid,recline,100);

if(strcmp(recline,"quit")==0 || strcmp(sendline,"quit")==0)

exit(0);

printf("Message from Server\n");

printf("-------------------\n");

puts(recline);

}

close(socketid);

}

**OUTPUT**



