**26. Implementation of date and time display from client to server using TCP sockets in java/C.**

**#include <stdio.h>**

**#include <stdlib.h>**

**#include <string.h>**

**#include <winsock2.h>**

**#include <ws2tcpip.h>**

**#pragma comment(lib, "ws2\_32.lib") // Link Winsock library**

**#define PORT 8080**

**#define BUFFER\_SIZE 1024**

**int main() {**

**WSADATA wsa;**

**SOCKET sock;**

**struct sockaddr\_in server\_address;**

**char buffer[BUFFER\_SIZE] = {0};**

**// Initialize Winsock**

**if (WSAStartup(MAKEWORD(2, 2), &wsa) != 0) {**

**printf("WSAStartup failed. Error Code: %d\n", WSAGetLastError());**

**return 1;**

**}**

**// Create socket**

**if ((sock = socket(AF\_INET, SOCK\_STREAM, 0)) == INVALID\_SOCKET) {**

**printf("Socket creation error. Error Code: %d\n", WSAGetLastError());**

**return 1;**

**}**

**// Configure server address**

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

**server\_address.sin\_port = htons(PORT);**

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

**// Connect to server**

**if (connect(sock, (struct sockaddr\*)&server\_address, sizeof(server\_address)) == SOCKET\_ERROR) {**

**printf("Connection failed. Error Code: %d\n", WSAGetLastError());**

**return 1;**

**}**

**// Receive data from server**

**recv(sock, buffer, BUFFER\_SIZE, 0);**

**printf("Server Response: %s\n", buffer);**

**closesocket(sock);**

**WSACleanup();**

**return 0;**

**}**

**A screenshot of a computer

AI-generated content may be incorrect.**