CLIENT

#include <stdio.h>

#include <string.h>

#include<stdlib.h>

#include <netinet/in.h>

#include <sys/socket.h>

#include <arpa/inet.h>

#include <unistd.h>

int main() {

// Create a socket

int client\_socket = socket(AF\_INET, SOCK\_STREAM, 0);

if (client\_socket == -1) {

perror("Socket creation failed");

return 1;

}

// Connect to the server

struct sockaddr\_in server\_address;

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

server\_address.sin\_port = htons(12345);

server\_address.sin\_addr.s\_addr = INADDR\_ANY;

if (connect(client\_socket, (struct sockaddr\*)&server\_address, sizeof(server\_address)) < 0) {

perror("Connection to the server failed");

return 1;

}

char move;

char a[10000];

while (1) {

recv(client\_socket, &a, sizeof(a), 0);

if(strncmp(a,"exit",4)==0)

{

printf("\nMatch Over");

printf("\nYou Won The Match....!!");

break;

}

if (move == 'q') {

printf("You quit the game.\n");

break;

}

printf("Use w, a, s, d to move (q to quit): ");

scanf(" %c", &move);

send(client\_socket, &move, sizeof(move), 0);

}

close(client\_socket);

return 0;

}