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#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <winsock2.h>

#define BUF_SIZE 30
void ErrorHandling(char *message);

int main(int argc, char *argv[])
{
    WSADATA wsaData;
    SOCKET servSock;
    char message[BUF_SIZE];
    int strLen;
    int clntAdrSz;

    SOCKADDR_IN servAdr, clntAdr;
    if(argc!=2) {
        printf("Usage : %s <port>\n", argv[0]);
        exit(1);
    }
    if(WSAStartup(MAKEWORD(2, 2), &wsaData)!=0)
        ErrorHandling("WSAStartup() error!");

    servSock=socket(PF_INET, SOCK_DGRAM, 0);
    if(servSock==INVALID_SOCKET)
        ErrorHandling("UDP socket creation error");

    memset(&servAdr, 0, sizeof(servAdr));
    servAdr.sin_family=AF_INET;
    servAdr.sin_addr.s_addr=htonl(INADDR_ANY);
    servAdr.sin_port=htons(atoi(argv[1]));

    if(bind(servSock, (SOCKADDR*)&servAdr,
sizeof(servAdr))==SOCKET_ERROR)
        ErrorHandling("bind() error");

    while(1)
    {
        clntAdrSz=sizeof(clntAdr);
        strLen=recvfrom(servSock, message, BUF_SIZE, 0,
(SOCKADDR*)&clntAdr,
&clntAdrSz);
        sendto(servSock, message, strLen, 0,
(SOCKADDR*)&clntAdr,
sizeof(clntAdr));
    }
}

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        closesocket(servSock);
        WSACleanup();
        return 0;
    }

void ErrorHandler(char *message)
{
    fputs(message, stderr);
    fputc('\n', stderr);
    exit(1);
}
```