```c
#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 sock;
        char message[BUF_SIZE];
        int strLen;

        SOCKADDR_IN servAdr;
        if(argc!=3) {
                printf("Usage : %s <IP> <port>\n", argv[0]);
                exit(1);
        }
        if(WSAStartup(MAKEWORD(2, 2), &wsaData)!=0)
                ErrorHandling("WSAStartup() error!");

        sock=socket(PF_INET, SOCK_DGRAM, 0);
        if(sock==INVALID_SOCKET)
                ErrorHandling("socket() error");

        memset(&servAdr, 0, sizeof(servAdr));
        servAdr.sin_family=AF_INET;
        servAdr.sin_addr.s_addr=inet_addr(argv[1]);
        servAdr.sin_port=htons(atoi(argv[2]));

        connect(sock, (SOCKADDR*)&servAdr, sizeof(servAdr));

        while(1)
        {
                fputs("Insert message(q to quit): ", stdout);
                fgets(message, sizeof(message), stdin);
                if(!strcmp(message,"q\n") || !strcmp(message,"Q\n"))
                        break;

                send(sock, message, strlen(message), 0);
                strLen=recv(sock, message, sizeof(message)-1, 0);

                message[strLen]=0;
                printf("Message from server: %s", message);
        }
```

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

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