

[\[Team LiB \]](#)[◀ PREVIOUS](#)[NEXT ▶](#)

8.5 UDP Echo Client: `main` Function

The UDP client `main` function is shown in [Figure 8.7](#).

Figure 8.7 UDP echo client.

udpcliserv/udpcli01.c

```
1 #include      "unp.h"

2 int
3 main(int argc, char **argv)
4 {
5     int      sockfd;
6     struct sockaddr_in servaddr;

7     if(argc != 2)
8         err_quit("usage: udpcli <IPaddress>");

9     bzero(&servaddr, sizeof(servaddr));
10    servaddr.sin_family = AF_INET;
11    servaddr.sin_port = htons(SERV_PORT);
12    inet_pton(AF_INET, argv[1], &servaddr.sin_addr);

13    sockfd = Socket(AF_INET, SOCK_DGRAM, 0);

14    dg_cli(stdin, sockfd, (SA *) &servaddr, sizeof(servaddr));

15    exit(0);
16 }
```

Fill in socket address structure with server's address

9–12 An IPv4 socket address structure is filled in with the IP address and port number of the server. This structure will be passed to `dg_cli`, specifying where to send datagrams.

13–14 A UDP socket is created and the function `dg_cli` is called.

[\[Team LiB \]](#)[◀ PREVIOUS](#)[NEXT ▶](#)