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//SERVER
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```
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <netdb.h>
#include <stdio.h>
#include <string.h>
int main()
{
    char str[100];
    int listen_fd, comm_fd;
    struct sockaddr_in servaddr;
    listen_fd = socket(AF_INET, SOCK_STREAM, 0);
    bzero( &servaddr, sizeof(servaddr));
    servaddr.sin_family = AF_INET;
    servaddr.sin_addr.s_addr = htonl(INADDR_ANY);
    servaddr.sin_port = htons(22000);
    bind(listen_fd, (struct sockaddr *) &servaddr, sizeof(servaddr));
    listen(listen_fd, 10);
    comm_fd = accept(listen_fd, (struct sockaddr*) NULL, NULL);
    bzero( str, 100);
    read(comm_fd,str,100);
    printf("Echoing back - %s",str);
    send(comm_fd,str,strlen(str),0);
    close(comm_fd);
}
```

```
//CLIENT
```

```
#include <sys/types.h>
#include <sys/socket.h>
#include <netdb.h>
#include <netinet/in.h>
#include <stdio.h>
#include <string.h>
#include <arpa/inet.h>
int main(int argc,char **argv)
{
    int sockfd,n;
    char* sendline="Hello from client";
```

```
char recvline[100];
struct sockaddr_in servaddr;
sockfd=socket(AF_INET,SOCK_STREAM,0);
bzero(&servaddr,sizeof servaddr);
servaddr.sin_family=AF_INET;
servaddr.sin_port=htons(22000);
servaddr.sin_addr.s_addr = inet_addr("127.0.0.1");
//inet_pton(AF_INET,"127.0.0.1",&(servaddr.sin_addr));
connect(sockfd,(struct sockaddr *)&servaddr,sizeof(servaddr));

bzero( recvline, 100);
send(sockfd,sendline,strlen(sendline),0);
read(sockfd,recvline,100);
printf("%s",recvline);

close(sockfd);
return 0;
}
```