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//UDP Echo Server
```

```
#include<stdio.h>
#include<netinet/in.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netdb.h>
#include<string.h>
#include<stdlib.h>
```

```
int main()
{
    int sockfd,n,clen;
    struct sockaddr_in servaddr,cli;
    char buff[80];
```

```
    sockfd=socket(AF_INET,SOCK_DGRAM,0);
    if(sockfd==-1)
    {
        printf("socket creation failed...\n");
        exit(0);
    }
    else
        printf("Socket successfully created..\n");
    bzero(&servaddr,sizeof(servaddr));
    servaddr.sin_family=AF_INET;
    servaddr.sin_addr.s_addr=htonl(INADDR_ANY);
    servaddr.sin_port=htons(43454);
    if((bind(sockfd,(struct sockaddr *)&servaddr,sizeof(servaddr)))!=0)
    {
        printf("socket bind failed...\n");
        exit(0);
    }
    else
        printf("Socket successfully binded..\n");
    clen=sizeof(cli);
    while(1)
    {
        bzero(buff,80);
        recvfrom(sockfd,buff,sizeof(buff),0,(struct sockaddr *)&cli,&clen);
        printf("\nUDP Echo Back: %s ",buff);
        sendto(sockfd,buff,strlen(buff),0,(struct sockaddr *)&cli,clen);
        if(strncmp("exit",buff,4)==0)
```

```

{
printf("Client Exit...\n");
break;
}
}
close(sockfd);
}

```

//CLIENT

```

#include<sys/socket.h>
#include<netdb.h>
#include<string.h>
#include<stdlib.h>
#include<stdio.h>

int main()
{
char buff[80];
int sockfd,len,n;
struct sockaddr_in servaddr;
sockfd=socket(AF_INET,SOCK_DGRAM,0);
if(sockfd== -1)
{
printf("socket creation failed...\n");
exit(0);
}
else
printf("Socket successfully created..\n");
bzero(&servaddr,sizeof(len));
servaddr.sin_family=AF_INET;
servaddr.sin_addr.s_addr=inet_addr("127.0.0.1");
servaddr.sin_port=htons(43454);
len=sizeof(servaddr);

printf("\nEnter string : ");
n=0;
while((buff[n++]=getchar())!='\n')
;

```

```
sendto(sockfd,buff,sizeof(buff),0,(struct sockaddr *)&servaddr,len);
bzero(buff,sizeof(buff));
recvfrom(sockfd,buff,sizeof(buff),0,(struct sockaddr *)&servaddr,&len);
printf("From Server : %s\n",buff);

close(sockfd);
}
```