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#include <arpa/inet.h>
#include <stdio.h>
#include <string.h>
#include <sys/socket.h>
#include <unistd.h>
#define PORT 5514

int main(int argc, char const* argv[])
{
    if(argc == 2){
        int port = atoi(argv[1]);
    }
    //some code taken from https://www.geeksforgeeks.org/socket-programming-cc/ with
    permission from TA

    int status, valread, client_fd;
    struct sockaddr_in serv_addr;
    char* hello = "Angelica: 71894369";
    char buffer[1024] = { 0 };
    if ((client_fd = socket(AF_INET, SOCK_STREAM, 0)) < 0) {
        return -1;
    }

    serv_addr.sin_family = AF_INET;
    serv_addr.sin_port = htons(PORT);

    if (inet_pton(AF_INET, "127.0.0.1", &serv_addr.sin_addr) <= 0) {
        return -1;
    }

    if ((status = connect(client_fd, (struct sockaddr*)&serv_addr,
        sizeof(serv_addr)))< 0) {
        return -1;
    }
    send(client_fd, hello, strlen(hello), 0);
    valread = read(client_fd, buffer, 1024);
    printf("%s\n", buffer);
    close(client_fd);
    return 0;
}

```