// project1\_datacom.cpp : Defines the entry point for the console application.

//

#include "stdafx.h"

#define \_WINSOCK\_DEPRECATED\_NO\_WARNINGS

#include <stdio.h>

#include <winsock2.h>

#include <windows.h>

#include <iostream>

#include <cstdlib>

#include <stdlib.h>

#include <cstring>

#include <string>

#pragma comment (lib, "ws2\_32.lib") // load ws2\_32.dll

using namespace std;

int main()

{

// initialize winsock

WSADATA wsaData;

WSAStartup(MAKEWORD(2, 2), &wsaData);

SOCKET sock = NULL;

while (true)

{

// create a socket

sock = socket(PF\_INET, SOCK\_STREAM, IPPROTO\_TCP);

// bind socket to IP\_ADDRESS:PORT

sockaddr\_in sockAddr;

memset(&sockAddr, 0, sizeof(sockAddr));

sockAddr.sin\_family = PF\_INET;

sockAddr.sin\_addr.s\_addr = inet\_addr("127.0.0.1");

sockAddr.sin\_port = htons(1234);

// connect to the server

connect(sock, (SOCKADDR\*)&sockAddr, sizeof(SOCKADDR));

cout << "Send a message(no space between words): ";

char sendString[500]; // max of 500 characters, this number can be changed

cin >> sendString;

strcat(sendString, "\n");

// send data to the server

char \*sendStr = sendString;

send(sock, sendStr, strlen(sendStr) + sizeof(char), NULL);

cout << sendString << endl;

// receive message from the server

char szBuffer[MAXBYTE] = { 0 };

recv(sock, szBuffer, MAXBYTE, NULL);

// output data received from the server

//cout << "Server's Message: " << szBuffer << endl;

closesocket(sock); // close the socket

}

cout << "Server ended" << endl;

// clean up the winsock

WSACleanup();

system("pause");

return 0;

}