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#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<signal.h>
#include<netinet/in.h>
#include<arpa/inet.h>
#include<netdb.h>
#include<string.h>
#include<strings.h>
#include"header.h"

#define SERVEUR "127.0.0.1"
#define PORT1 "55558"

int main(int argc, char **argv){

//*****variables*****
struct requete structure;

//initialisation structure
init_struct(&structure);

//*****config socket*****
int sockfd, rv, i;
struct addrinfo hints, *servinfo, *p;

memset(&hints, 0, sizeof(hints));
hints.ai_family = AF_UNSPEC;
hints.ai_socktype = SOCK_STREAM;
rv = getaddrinfo(SERVEUR, PORT1, &hints, &servinfo);

if(rv != 0){
fprintf(stderr, "getaddrinfo: %s\n", gai_strerror(rv));
exit(1);
}
for(p = servinfo; p != NULL; p = p->ai_next){
if((sockfd = socket(p->ai_family, p->ai_socktype, p->ai_protocol)) == -1) {
perror("client: socket");
continue;
}
if((connect(sockfd, p->ai_addr, p->ai_addrlen)) == -1) {
close(sockfd);
perror("client: connect");
continue;
}
break;
}
if(p == NULL) {
fprintf(stderr, "server: failed to bind\n");
exit(2);
}
freeaddrinfo(servinfo);
//*****

//menu client
if(menu_client(&structure)){

//envoi et reception du serveur
send(sockfd, &structure, sizeof(struct requete), 0);
```

```
recv(sockfd, &structure, sizeof(struct requete), 0);
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```
//reponse du serveur  
reponse_serv(&structure);
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}
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```
//le client s' arrete  
printf("\nBye bye!!!\n");  
close(sockfd);  
exit(0);  
}
```