

Program 16

Using TCP/IP sockets, write a client-server program to make the client send the file name and the server to send back the contents of the requested file if present.

Code and Output:

16) Using TCP/IP sockets write a client server program to make client send the file name and the server to send back the contents of the requested file.

```
#include <stdio.h>
int main()
{
    int sock, n;
    char buffer(1024), fname[50];
    struct sockaddr_in sock_addr;

    sock = socket(AF_INET, SOCK_STREAM, 0);

    sock_addr.sin_family = AF_INET;
    sock_addr.sin_port = htons(1808);
    sock_addr.sin_addr.s_addr = htonl(INADDR_ANY);

    while (connect(sock, (struct sockaddr*)&sock_addr, sizeof(sock_addr)))
        printf("In client is connected to server");
    printf("Enter the file name:");
    scanf("%s", fname);

    send(sock, fname, sizeof(fname), 0);
    printf("Received response");

    while (recv(sock, buffer, sizeof(buffer), 0))
        printf("%s", buffer);

    return 0;
}
```

Client is connected to server
Enter file name let.txt
Received response
Hello world