

### Program 17

Using UDP 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:

MY PAGES  
Date \_/ \_/ \_

Q) Using UDP Sockets, write a client server program to make the client send the file name and to server to send back the contents of the requested file if present.

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <arpa/inet.h>
#include <string.h>

#define PORT 12000

int main()
{
    char buffer[1024];
    char message[1024];
    struct sockaddr_in serverSocket;

    listen(serverSocket, 5);
    struct sockaddr_in clientSocket;
    socklen_t clientLen = sizeof(clientSocket);
    int n;

    while (1)
    {
        n = accept(serverSocket, &clientSocket, &clientLen);
        if (n < 0)
            continue;

        bzero(buffer, 1024);
        read(n, buffer, 1024);

        printf("Client: %s\n", buffer);

        if (strcmp(buffer, "quit") == 0)
            break;

        FILE *f = fopen(buffer, "r");
        if (f == NULL)
        {
            printf("File not found\n");
            continue;
        }

        char *data = malloc(1024);
        fread(data, sizeof(char), 1024, f);
        printf("Server: %s\n", data);
        write(n, data, strlen(data));
        free(data);
        fclose(f);
    }

    return 0;
}
```



## OUTPUT

" Server output

Server is online

Hello Server

Client ~~output~~

Hello Client