

Exp-9

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CSE-BD-N2

Server:

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

#define MAX 1000

int main()
{

    int serverDescriptor = socket(AF_INET, SOCK_DGRAM, 0);

    int size;

    char buffer[MAX], message[] = "Command Successfully executed !";

    struct sockaddr_in clientAddress, serverAddress;

    socklen_t clientLength = sizeof(clientAddress);
```

```

bzero(&serverAddress, sizeof(serverAddress));

serverAddress.sin_family = AF_INET;

serverAddress.sin_addr.s_addr = htonl(INADDR_ANY);

serverAddress.sin_port = htons(9976);


bind(serverDescriptor, (struct sockaddr *)&serverAddress, sizeof(serverAddress));

while (1)
{
    bzero(buffer, sizeof(buffer));

    recvfrom(serverDescriptor, buffer, sizeof(buffer), 0, (struct sockaddr
*)&clientAddress, &clientLength);

    system(buffer);

    printf("Command Executed ... %s ", buffer);

    sendto(serverDescriptor, message, sizeof(message), 0, (struct sockaddr
*)&clientAddress, clientLength);

}

close(serverDescriptor);

return 0;

}

```

Client:

```

#include <sys/types.h>

#include <sys/socket.h>

#include <stdio.h>

#include <unistd.h>

#include <netdb.h>

#include <netinet/in.h>

#include <string.h>

```

```

#include <arpa/inet.h>

#define MAX 1000

int main()
{
    int serverDescriptor = socket(AF_INET, SOCK_DGRAM, 0);
    char buffer[MAX], message[MAX];
    struct sockaddr_in cliaddr, serverAddress;
    socklen_t serverLength = sizeof(serverAddress);

    bzero(&serverAddress, sizeof(serverAddress));
    serverAddress.sin_family = AF_INET;
    serverAddress.sin_addr.s_addr = inet_addr("127.0.0.1");
    serverAddress.sin_port = htons(9976);

    bind(serverDescriptor, (struct sockaddr *)&serverAddress, sizeof(serverAddress));

    while (1)
    {
        printf("\nCOMMAND FOR EXECUTION ... ");
        fgets(buffer, sizeof(buffer), stdin);
        sendto(serverDescriptor, buffer, sizeof(buffer), 0, (struct sockaddr
        *)&serverAddress, serverLength);
        printf("\nData Sent !");
        recvfrom(serverDescriptor, message, sizeof(message), 0, (struct sockaddr
        *)&serverAddress, &serverLength);
        printf("UDP SERVER : %s", message);
    }
    return 0;
}

```

}

OUTPUT:-

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us-west-1.console.aws.amazon.com/cloud9/ide/ab7073db400d4ecd932417a93f5c780b

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- RA1911027010078
- RA1911027010077
- RA1911027010078
 - exp3-tcp
 - exp4-udp
 - exp5-timeserver
 - exp6-half-duplex
 - exp7-full_duplex
 - exp8-FTP
 - exp9-remote_comr
 - client
 - client78.c
 - server
 - server78.c
 - exp10-ARP
 - New Folder
- RA1911027010079
- RA1911027010080
- RA1911027010081
- RA19110270100068
 - Greatest.c
 - Greatest.c.o
 - README.md

server78.c client78.c /client - "ip-172-31-6-144 x /server - "ip-172-31-6-14 x

```
Ameenapriyadarshini:~/environment/RA1911027010078/exp9-remote_command $ ./client
COMMAND FOR EXECUTION ... pwd
Data Sent !UDP SERVER : Command Successfully executed !
COMMAND FOR EXECUTION ... ls
Data Sent !UDP SERVER : Command Successfully executed !
COMMAND FOR EXECUTION ...
```

AWS: (not connected)

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server78.c client78.c /client - "ip-172-31-6-144 x /server - "ip-172-31-6-14 x

```
Ameenapriyadarshini:~/environment/RA1911027010078/exp9-remote_command $ ./server
/home/ubuntu/environment/RA1911027010078/exp9-remote_command
Command Executed ... pwd
client client78.c server server78.c
Command Executed ... ls
```

AWS: (not connected)