#include <stdio.h>

#include <string.h>

#include <sys/socket.h>

#include <stdlib.h>

#include <netdb.h>

int main()

{

struct sockaddr\_in server,client;

int sockfd = socket(AF\_INET,SOCK\_DGRAM,0);

if(sockfd==-1)

printf("Error in socket();");

server.sin\_family=AF\_INET;

server.sin\_addr.s\_addr=INADDR\_ANY;

server.sin\_port=3000;

char buffer[100];

printf("enter a message to be sent to server: ");

fgets(buffer,100,stdin);

if(sendto(sockfd,buffer,sizeof(buffer),0,(struct sockaddr\*)&server,sizeof(server))<0);

if(sendto==-1)

printf("error in sendto");

return 0;

}