#include <sys/socket.h>

#include <stdio.h>

#include <netinet/in.h>

#include <fcntl.h>

#include <string.h>

#include <stdlib.h>

int main(){

char buff[100];

int k;

struct sockaddr\_in client;

int sock\_desc=socket(AF\_INET,SOCK\_STREAM,0);

if(sock\_desc==-1)

printf("Error in socket creation");

client.sin\_family=AF\_INET;

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

client.sin\_port=3003;

k=connect(sock\_desc,(struct sockaddr\*)&client,sizeof(client));

if(k==-1)

printf("Error in connecting");

printf("Enter the data to be send : ");

fgets(buff,100,stdin);

k=send(sock\_desc,buff,100,0);

if(k==-1)

printf("Error in sneding");

return 0;

}