//server

#include "sys/socket.h"

#include "netinet/in.h"

#include "stdio.h"

#include "string.h"

#include "stdlib.h"

int main()

{

char buf[100];

int k;

socklen\_t len;

int sock\_desc,temp\_sock\_desc;

struct sockaddr\_in server,client;

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

if(sock\_desc==-1)

printf("Error in socketcreation");

server.sin\_family=AF\_INET;

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

server.sin\_port=3003;

client.sin\_family=AF\_INET;

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

client.sin\_port=3003;

k=bind(sock\_desc,(struct sockaddr\*)&server,sizeof(server));

if(k==-1)

printf("Error in binding");

k=listen(sock\_desc,5);

if(k==-1)

printf("Error in listening");

len=sizeof(client);

temp\_sock\_desc=accept(sock\_desc,(struct sockaddr\*)&client,&len);

if(temp\_sock\_desc==-1)

printf("Error in temporary socket creation");

k=recv(temp\_sock\_desc,buf,100,0);

if(k==-1)

printf("Error in receiving");

printf("message got from client is: %s",buf);

close(temp\_sock\_desc);

return 0;

}