#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;

int k = bind(sockfd,(struct sockaddr\*)&server,sizeof(server))<0;

if (k==-1)

printf("\nerror in bind");

char buffer[100];

socklen\_t server\_len=sizeof(server);

printf("\nserver waiting....\n");

if((recvfrom(sockfd,buffer,100,0,(struct sockaddr\*)&server,&server\_len)<0)==-1)

printf("error in recvfrom()!");

printf("got the datagram:%s",buffer);

return 0;

}