

EXPRIMENT – 34

Implementation of server – client using TCP socket programming.

OUTPUT:



The screenshot displays the Programiz Online Compiler interface. The code editor on the left shows a C program named 'main.c' which is a UDP client. The code includes standard headers, defines a port of 8080, and defines a main function that creates a socket, sets up a buffer, and sends a message to the server. The output panel on the right shows the result of the program execution.

```
main.c
1 // UDP_Client.c
2 #include <stdio.h>
3 #include <stdlib.h>
4 #include <string.h>
5 #include <unistd.h>
6 #include <netinet/in.h>
7 #include <arpa/inet.h>
8
9 #define PORT 8080
10
11 int main() {
12     int sockfd;
13     char buffer[1024];
14     char *message = "Hello from Client!";
15     struct sockaddr_in servaddr;
16     socklen_t len;
17
18     // Create socket
19     sockfd = socket(AF_INET, SOCK_DGRAM, 0);
```

Output

Message sent to server.