

```

1  #include <sys/socket.h>
2  #include <netinet/in.h>
3  #include <arpa/inet.h>
4  #include <stdio.h>
5  #include <stdlib.h>
6  #include <unistd.h>
7  #include <errno.h>
8  #include <string.h>
9  #include <sys/types.h>
10 #include <time.h>
11
12 int main(int argc, char *argv[])
13 {
14     int listenfd = 0, connfd = 0;
15     struct sockaddr_in serv_addr;
16
17     char sendBuff[1025];
18     time_t ticks;
19
20     listenfd = socket(AF_INET, SOCK_STREAM, 0);
21     memset(&serv_addr, '0', sizeof(serv_addr));
22     memset(sendBuff, '0', sizeof(sendBuff));
23
24     serv_addr.sin_family = AF_INET;
25     serv_addr.sin_addr.s_addr = htonl(INADDR_ANY);
26     serv_addr.sin_port = htons(5000);
27
28     bind(listenfd, (struct sockaddr*)&serv_addr, sizeof(serv_addr));
29
30     listen(listenfd, 10);
31
32     while(1)
33     {
34         connfd = accept(listenfd, (struct sockaddr*)NULL, NULL);
35
36         ticks = time(NULL);
37         snprintf(sendBuff, sizeof(sendBuff), "%.24s\r\n", ctime(&ticks));
38         write(connfd, sendBuff, strlen(sendBuff));
39
40         close(connfd);
41         sleep(1);
42     }
43 }
44

```