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1 #include<stdio.h>
2 #include<string.h>    //strlen
3 #include<sys/socket.h>
4 #include<arpa/inet.h> //inet_addr
5 #include<unistd.h>    //write
6
7 int main(int argc , char *argv[])
8 {
9     int socket_desc , new_socket , c;
10    struct sockaddr_in server , client;
11    char *message;
12
13    //Create socket
14    socket_desc = socket(AF_INET , SOCK_STREAM , 0);
15    if (socket_desc == -1)
16    {
17        printf("Could not create socket");
18    }
19
20    //Prepare the sockaddr_in structure
21    server.sin_family = AF_INET;
22    server.sin_addr.s_addr = INADDR_ANY;
23    server.sin_port = htons( 8888 );
24
25    //Bind
26    if( bind(socket_desc,(struct sockaddr *)&server , sizeof(server)) < 0)
27    {
28        puts("bind failed");
29        return 1;
30    }
31    puts("bind done");
32
33    //Listen
34    listen(socket_desc , 3);
35
36    //Accept and incoming connection
37    puts("Waiting for incoming connections...");
38    c = sizeof(struct sockaddr_in);
39    while( (new_socket = accept(socket_desc, (struct sockaddr *)&client,
40    (socklen_t*)&c)) )
41    {
42        puts("Connection accepted");

```

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42
43     //Reply to the client
44     message = "Hello Client , I have received your connection. But I have to go
now, bye\n";
45     write(new_socket , message , strlen(message));
46 }
47
48 if (new_socket<0)
49 {
50     perror("accept failed");
51     return 1;
52 }
53
54 return 0;
55 }
```