Tcp server

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

#include <unistd.h>

// libray for socket programming functions

#include <arpa/inet.h>

int main()

{

// defining ip and port no

char \*ip = "127.0.0.1";

int port = 5566;

int server\_sock, client\_sock;

// Induld fucntions to access

struct sockaddr\_in server\_addr, client\_addr;

// socket lenght function

socklen\_t addr\_size;

char buffer[1024];

int n;

// declaring socket

// returns the file descriptor or return -1 if the error has occured

server\_sock = socket(AF\_INET, SOCK\_STREAM, 0);

if (server\_sock < 0)

{

perror("[-]Socket error");

exit(1);

}

printf("[+]TCP server socket created.\n");

// set all the elements of the server\_adder array to

memset(&server\_addr, '\0', sizeof(server\_addr));

// assigning server a port and ip adreesss

// logical sdress declare kiye

server\_addr.sin\_family = AF\_INET; // ipv4

server\_addr.sin\_port = port;

server\_addr.sin\_addr.s\_addr = inet\_addr(ip);

// bing code

// logical adress me assign karra

n = bind(server\_sock, (struct sockaddr \*)&server\_addr, sizeof(server\_addr));

if (n < 0)

{

perror("[-]Bind error");

exit(1);

}

printf("[+]Bind to the port number: %d\n", port);

// 5 is a limit of request in queue

listen(server\_sock, 5);

printf("Listening...\n");

// inifitintly wait

while (1)

{

addr\_size = sizeof(client\_addr);

client\_sock = accept(server\_sock, (struct sockaddr \*)&client\_addr, &addr\_size);

printf("[+]Client connected.\n");

bzero(buffer, 1024);

recv(client\_sock, buffer, sizeof(buffer), 0);

printf("Client: %s\n", buffer);

bzero(buffer, 1024);

strcpy(buffer, "HI, THIS IS SERVER. HAVE A NICE DAY!!!");

printf("Server: %s\n", buffer);

send(client\_sock, buffer, strlen(buffer), 0);

close(client\_sock);

printf("[+]Client disconnected.\n\n");

}

return 0;

}

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mitesh@LAPTOP-E7OVG5CT:~/cncode$ gcc Server.c

mitesh@LAPTOP-E7OVG5CT:~/cncode$ gcc Server.c -o Server

mitesh@LAPTOP-E7OVG5CT:~/cncode$ ./Server

[+]TCP server socket created.

[+]Bind to the port number: 5566

Listening...

[+]Client connected.

Client: HELLO, THIS IS CLIENT.

Server: HI, THIS IS SERVER. HAVE A NICE DAY!!!

[+]Client disconnected.

\*/