**Assignment 2**

****

IN UBUNTU

RUN FOLLOWING CODES IN TEXT EDITOR

SAVE THEM IN HOME

**CLIENT SIDE CODE(C language)**

#include<sys/types.h>

#include<sys/socket.h>

#include<netdb.h>

#include<arpa/inet.h>

#include<stdio.h>

#include<string.h>

int main(int argc,char \*\*argv)

{

int sockfd;

char sendline[100];

char recvline[100];

struct sockaddr\_in servaddr;

//sockfd=socket(int domain,int type,int prot)

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

bzero(&servaddr,sizeof(servaddr));

servaddr.sin\_family=AF\_INET;

servaddr.sin\_addr.s\_addr=inet\_addr("127.0.0.1");

servaddr.sin\_port=htons(10000);

//size of port address is 16 bits...0 to 65535

//htons-->to convert numeric value to port value

connect(sockfd,(struct sockaddr \*)&servaddr,sizeof(servaddr));

bzero(sendline,100);

bzero(recvline,100);

fgets(sendline,100,stdin);

send(sockfd,sendline,strlen(sendline),0);

recv(sockfd,recvline,strlen(recvline),0);

printf("%s",recvline);

}

**SERVER SIDE CODE(C language)**

#include<sys/types.h>

#include<sys/socket.h>

#include<netdb.h>

#include<arpa/inet.h>

#include<stdio.h>

#include<string.h>

#include<fcntl.h>

#include<unistd.h>

int main(){

char str[100];

int listen\_fd,comm\_fd;

struct sockaddr\_in servaddr;

listen\_fd=socket(AF\_INET,SOCK\_STREAM,0);

bzero(&servaddr,sizeof(servaddr));

servaddr.sin\_family=AF\_INET;

servaddr.sin\_addr.s\_addr=htonl(INADDR\_ANY);

servaddr.sin\_port=htons(10000);

//htonl-->to network layer(IP address)

//htons-->to network segment(port number)

bind(listen\_fd,(struct sockaddr\*)&servaddr,sizeof(servaddr));

listen(listen\_fd,3);

comm\_fd=accept(listen\_fd,(struct sockaddr \*)NULL,NULL);

//typecasting upprwala

bzero(str,100);

recv(comm\_fd,str,100,0);

printf("Received message is %s",str);

send(comm\_fd,str,strlen(str),0);

close(comm\_fd);

}

**IN UBUNTU TERMINAL**

TYPE FOLLOWING COMMANDS:



