1.

ServerºÝ¡G

#include<winsock2.h>

#include<stdio.h>

#include<stdlib.h>

#pragma comment(lib,"WS2\_32")

int \_\_cdecl main(void){

WSADATA wsaData;

WSAStartup(MAKEWORD(2, 2), &wsaData);

SOCKET s = socket(AF\_INET, SOCK\_STREAM, IPPROTO\_TCP);

sockaddr\_in sockaddr;

sockaddr.sin\_family = AF\_INET;

sockaddr.sin\_port = htons(827);

sockaddr.sin\_addr.S\_un.S\_addr = INADDR\_ANY;

bind(s, (SOCKADDR\*)& sockaddr,sizeof(SOCKADDR));

listen(s, 1);

SOCKADDR clientAddr;

int nSize = sizeof(SOCKADDR);

SOCKET clientSock;

clientSock = accept(s, (SOCKADDR\*)& clientAddr, &nSize);

char inbuf[1024];

recv(clientSock, inbuf, sizeof(inbuf), NULL);

printf("Receive: %s\r\n", inbuf);

char outbuf[] = "Hello Polaris\r\n";

send(clientSock, outbuf, strlen(outbuf) + sizeof(char), NULL);

shutdown(clientSock, 0);

closesocket(clientSock);

closesocket(s);

WSACleanup();

system("pause");

return 0;

}

2.ClientºÝ¡G

#include<winsock2.h>

#include<Ws2tcpip.h>

#include<stdio.h>

#include<stdlib.h>

#pragma comment(lib,"WS2\_32")

int \_\_cdecl main(int argc, char\*\* argv){

WSADATA wsaData;

WSAStartup(MAKEWORD(2, 2), &wsaData);

SOCKET s = socket(PF\_INET, SOCK\_STREAM, IPPROTO\_TCP);

SOCKADDR\_IN sockAddr;

sockAddr.sin\_family = AF\_INET;

sockAddr.sin\_port = htons(827);

inet\_pton(AF\_INET, "127.0.0.1", (void\*)& sockAddr.sin\_addr.S\_un.S\_addr);

connect(s, (SOCKADDR\*)& sockAddr, sizeof(SOCKADDR));

char szMessage[] = "Give me the money.";

send(s, szMessage, strlen(szMessage) + sizeof(char), 0);

char szBuffer[MAXBYTE] = { 0 };

recv(s, szBuffer, MAXBYTE, NULL);

printf("szBuffer = %s \r\n", szBuffer);

shutdown(s, 0);

closesocket(s);

WSACleanup();

system("pause");

return 0;

}