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//B20CS1130
//Experiment 8
//Concurrent Fileserver Server

#include <stdio.h>
#include <stdlib.h>
#include <netinet/in.h>
#include <sys/socket.h>
#include <unistd.h>
#include <sys/types.h>
#include <string.h>
#include <arpa/inet.h>
#include <netdb.h>

#define SERV_TCP_PORT 5035 //0-65536
#define MAX 60
char buff[4096],t;
int i,j,temp;
FILE *f1;

int main(int afg,char *argv){
        int sockid,newsockid,clength;
        struct sockaddr_in serv_addr,cli_addr;

        char t[MAX],str[MAX];
        strcpy(t,"exit");
        sockid=socket(AF_INET,SOCK_STREAM,0);

        serv_addr.sin_family=AF_INET;
        serv_addr.sin_addr.s_addr=INADDR_ANY;
        serv_addr.sin_port=htons(SERV_TCP_PORT);

        printf("Binded");
        bind(sockid,(struct sockaddr*)&serv_addr,sizeof(serv_addr));
        printf("Listening");
        listen(sockid,5);

        clength=sizeof(cli_addr);
        newsockid=accept(sockid,(struct sockaddr* )&cli_addr,(&clength));
        close(sockid);

        read(newsockid,&str,MAX);
        printf("\nClient message\nFile Name: %s\n",str);
        f1=fopen(str,"r");
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        while(fgets(buff,4096,f1)!=NULL){
                write(newsockid,buff,MAX);
                printf("\n");
        }
        fclose(f1);
        printf("\nFILE TRANSFERRED\n");
        return 0;
}
/*
OUTPUT

s6cs130@comp62:~$ gcc server.c
s6cs130@comp62:~$ ./a.out
BindedListening
Client message
File Name: text.txt


FILE TRANSFERRED
*/
//Concurrent Fileserver Client 1

#include <stdio.h>
#include <stdlib.h>
#include <netinet/in.h>
#include <sys/socket.h>
#include <unistd.h>
#include <sys/types.h>
#include <string.h>
#include <arpa/inet.h>
#include <netdb.h>

#define SERV_TCP_PORT 5035 //0-65536
#define MAX 60

int main(int arg, char *argv[]){
        int sockid,n;
        struct sockaddr_in serv_addr;
        struct hostent *server;

        char send[MAX],recvline[MAX],s[MAX],name[MAX];

        sockid=socket(AF_INET,SOCK_STREAM,0);
```

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	serv_addr.sin_family=AF_INET;
	serv_addr.sin_addr.s_addr=inet_addr("127.0.0.1");
	serv_addr.sin_port=htons(SERV_TCP_PORT);

	connect(sockid,(struct sockaddr*)&serv_addr,sizeof(serv_addr));
	printf("\nEnter the source file name: ");
	scanf("%s",send);
	write(sockid,send,MAX);
	while(n=read(sockid,recvline,MAX)!=0){
		printf("%s",recvline);
	}
	close(sockid);
	return 0;
}
/*
OUTPUT

s6cs130@comp62:~$ gcc client1.c
s6cs130@comp62:~$ ./a.out

Enter the source file name: text.txt
this is the content of text.txt
*/
//Concurrent Fileserver Client 2

#include <stdio.h>
#include <stdlib.h>
#include <netinet/in.h>
#include <sys/socket.h>
#include <unistd.h>
#include <sys/types.h>
#include <string.h>
#include <arpa/inet.h>
#include <netdb.h>

#define SERV_TCP_PORT 5035 //0-65536
#define MAX 60

int main(int arg, char *argv[]){
	int sockid,n;
	struct sockaddr_in serv_addr;
	struct hostent *server;

	char send[MAX],recvline[MAX],s[MAX],name[MAX];
```

```
	sockid=socket(AF_INET,SOCK_STREAM,0);

	serv_addr.sin_family=AF_INET;
	serv_addr.sin_addr.s_addr=inet_addr("127.0.0.1");
	serv_addr.sin_port=htons(SERV_TCP_PORT);

	connect(sockid,(struct sockaddr*)&serv_addr,sizeof(serv_addr));
	printf("\nEnter the source file name: ");
	scanf("%s",send);
	write(sockid,send,MAX);
	while(n=read(sockid,recvline,MAX)!=0){
		printf("%s",recvline);
	}
	close(sockid);
	return 0;
}
/*
OUTPUT

s6cs130@comp62:~$ gcc client2.c
s6cs130@comp62:~$ ./a.out

Enter the source file name: file.txt
*/

/*
text.txt

this is the content of text.txt
*/
```