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//B20CS1130
//Experiment 9
//SMTP using TCP Server
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#include<stdio.h>
#include<stdlib.h>
#include<netinet/in.h>
#include<sys/socket.h>
#include<unistd.h>
#include<sys/types.h>
#include<string.h>
```

```
void main(){
    printf("Server side\n");
    char buffer[50],emailf[50],emailt[50],msg[50],domain[50],subj[50],st[50];
    int sockid,newsockid,i,j=0,k=0;
    struct sockaddr_in addr1,addr2;

    addr1.sin_family=AF_INET;
    addr1.sin_addr.s_addr=INADDR_ANY;
    addr1.sin_port=3008;

    int s=sizeof(struct sockaddr_in);
    sockid=socket(AF_INET,SOCK_STREAM,0);
    //socket creation

    bind(sockid,(struct sockaddr*)&addr1,sizeof(addr1));
    //attaching local address to socket

    listen(sockid,5);
    //listening if there are any who want to send message to this socket
    newsockid=accept(sockid,(struct sockaddr*)&addr2,(&s));

    do{
        printf("Enter the from email: ");
        scanf("%s",emailf);
        for(i=0;i<strlen(emailf);i++){
            if(emailf[i]=='@'){
                j=i;
            }
            if(emailf[i]=='.'){
                k=i;
                break;
            }
        }
    }
```

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    }
    i=0;
    j++;

    strcpy(buffer, domain);
    send(newsockid, buffer, sizeof(buffer), 0);
    send(newsockid, emailf, sizeof(emailf), 0);
    printf("\n Enter the to email: ");
    scanf("%s", emailt);
    send(newsockid, emailt, sizeof(emailt), 0);
    printf("\n Enter the subject: ");
    scanf("%s", subj);
    send(newsockid, subj, sizeof(subj), 0);
    printf("\n Enter the message: ");
    scanf("%s", msg);
    send(newsockid, msg, sizeof(msg), 0);
    printf("\n Do you want to stop?: ");
    scanf("%s", st);
    send(newsockid, st, sizeof(st), 0);
} while(strcmp(st, "stop") != 0);
close(newsockid);
close(sockid);
}

```

//SMTP using TCP Client

```

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

void main()
{
    printf("Client Side\n");
    char buffer[50], st[50];
    int sockid;
    sockid=socket(AF_INET, SOCK_STREAM, 0); //socket creation
    struct sockaddr_in addr1, addr2;
    addr2.sin_family=AF_INET;
    addr2.sin_addr.s_addr=INADDR_ANY;
    addr2.sin_port=3008;

```

```
connect(sockid,(struct sockaddr*)&addr2,sizeof(addr2));
//connecting to the address from where
do{
    recv(sockid,buffer,sizeof(buffer),0);
    printf("\n Domain: %s\n",buffer);
    recv(sockid,buffer,sizeof(buffer),0);
    printf("\n From email: %s\n",buffer);
    recv(sockid,buffer,sizeof(buffer),0);
    printf("\n To email: %s\n",buffer);
    recv(sockid,buffer,sizeof(buffer),0);
    printf("\n Subject: %s\n",buffer);
    recv(sockid,buffer,sizeof(buffer),0);
    printf("\n Message: %s\n",buffer);
    recv(sockid,st,sizeof(st),0);

    printf("\n Status: %s\n",st);
}while(strcmp(st,"stop")!=0);
close(sockid);
}
```

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OUTPUT

s6cs130@comp62:~/exp 9\$ gcc server.c

s6cs130@comp62:~/exp 9\$ ./a.out

Server side

Enter the from email: from@mail.com

Enter the to email: to@mail.com

Enter the subject: jins

Enter the message: jins

Do you want to stop?: stop

s6cs130@comp62:~/exp 9\$ gcc client.c

s6cs130@comp62:~/exp 9\$ ./a.out

Client Side

Domain:

From email: from@mail.com

To email: to@mail.com

Subject: jins

Message: jins

Status: stop

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