```
//B20CS1130
//Experiment 11
//DNS 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>
void main()
       printf("Server side\n");
       char buffer[50],domain[50],ip[50];
       int sockid;
       struct sockaddr in addr;
       addr.sin_family=AF_INET;
       addr.sin addr.s addr=INADDR ANY;
       addr.sin port=3008;
       int s=sizeof(struct sockaddr_in);
       sockid=socket(AF_INET,SOCK_DGRAM,0);
       bind(sockid,(struct sockaddr*)&addr,sizeof(addr));
       listen(sockid,5);
       do{
               printf("Connection established\n");
              printf("Recieving message from client\n");
              recvfrom(sockid,buffer,sizeof(buffer),0,(struct sockaddr*)&addr,&s);
              FILE *f1=fopen("data.txt","r");
              while(!feof(f1))
              {
                      fscanf(f1,"%s %s",domain,ip);
                      if (strcmp(buffer,domain)==0)
                      break;
              sendto(sockid,ip,sizeof(ip),0,(struct sockaddr*)&addr,s);
       }while(strcmp(buffer,"stop")!=0);
       close(sockid);
}
```

```
//B20CS1130
//Experiment 11
//DNS UDP 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];
       int sockfd;
       sockfd=socket(AF_INET,SOCK_DGRAM,0);
       struct sockaddr in addr;
       addr.sin_family=AF_INET;
       addr.sin_addr.s_addr=INADDR_ANY;
       addr.sin_port=3008;
       int s=sizeof(struct sockaddr in);
       connect(sockfd,(struct sockaddr*)&addr,sizeof(addr));
       do{
              printf("Enter domain name to send to server:");
              scanf("%s",buffer);
              sendto(sockfd,buffer,sizeof(buffer),0,(struct sockaddr*)&addr,s);
              recvfrom(sockfd,buffer,sizeof(buffer),0,(struct sockaddr*)&addr,&s);
              if (strcmp(buffer,"NULL")==0){
                      printf("Invalid domain name\n");
              }
              else{
                      printf("IP address received from server:%s\n",buffer);
              }
       }while(strcmp(buffer,"stop")!=0);
       close(sockfd);
}
```

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OUTPUT

s6cs130@comp62:~/Programs/exp 11\$ gcc server.c s6cs130@comp62:~/Programs/exp 11\$./a.out Server side
Connection established
Recieving message from client
s6cs130@comp62:~/Programs/exp 11\$

s6cs130@comp62:~/Programs/exp 11\$ gcc client.c s6cs130@comp62:~/Programs/exp 11\$./a.out Client side
Enter domain name to send to server:yahoo.com
IP address received from server:101.201.301.401
Enter domain name to send to server:jonbin.com
Invalid domain name
Enter domain name to send to server:stop
IP address received from server:stop
*/