CLIENT

```c
#include <sys/socket.h>
#include <netinet/in.h>
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#include <unistd.h>
int sock_desc;
void sendPacket(char packet[],int i)
{
int k,m;
char ack[100];
k=send(sock_desc,packet,100,0);
}
if(k==-1)
printf("Error in sending\n");
else
printf("Sending Packet %d\n",i+1);
for(;;)
{
m=recv(sock_desc,ack,100,0);
printf("%s\n",ack);
if(strcmp(ack,"1")==0)
break;
else
{
k=send(sock_desc,packet,100,0);
printf("Resending Packet %d\n",i+1);
}
}
int main()
{
char buf[100];
int k;
struct sockaddr_in client;
char packet[3][100]={
" iam batman","iam the saviour of gotham"," iam walter white"
};
sock_desc=socket(AF_INET,SOCK_STREAM,0);
if(sock_desc==-1)
printf("Error in socket creation");
client.sin_family=AF_INET;
client.sin_addr.s_addr=INADDR_ANY;
client.sin_port=5651;
k=connect(sock_desc,(struct sockaddr*)&client,sizeof(client));
if(k==-1)
printf("Error in connecting to server\n");
```

```
for(int i=0;i<3;i++)
{
sendPacket(packet[i],i);
}
}
printf("Packets transmitted successfully\n");
close(sock_desc);
return 0;
```

SERVER

```
#include#include#include#include#include#include#include<sys/
socket.h>
<netinet/in.h>
<stdio.h>
<string.h>
<strings.h>
<stdlib.h>
<unistd.h>
int sock_desc,temp_sock_desc;
void recvPacket(int i)
{
char buf[100],ack[100];
int k;
k=recv(temp_sock_desc,buf,100,0);
if(k==-1)
printf("Error in receiving packet %d\n",i+1);
for(;;)
{
printf("Packet %d recieved or not: ",i+1);
scanf("%s",ack);
ack[strlen(ack)]='\0';
k=send(temp_sock_desc,ack,100,0);
if(strcmp(ack,"1")==0)
{
break;
}
else
{
k=recv(temp_sock_desc,buf,100,0);
}
}
}
int{
main()
char buf[100];
char ack[100];
int k,m;
```

```c
    socklen_tlen;
    struct sockaddr_in server,client;
    sock_desc=socket(AF_INET,SOCK_STREAM,0);
    if(sock_desc==-1)
    printf("Error in socketcreation");
    server.sin_family=AF_INET;
    server.sin_addr.s_addr=INADDR_ANY;
    server.sin_port=5651;
    client.sin_family=AF_INET;
    client.sin_addr.s_addr=INADDR_ANY;
    client.sin_port=5656;
    k=bind(sock_desc,(struct sockaddr*)&server,sizeof(server));
    if(k==-1)
    printf("Error in binding");
    k=listen(sock_desc,5);
    }
    if(k==-1)
    printf("Error in listening");
    len=sizeof(client);
    temp_sock_desc=accept(sock_desc,(struct sockaddr*)&client,&len);
    if(temp_sock_desc==-1)
    printf("Error in temporary socket creation");
    for(int i=0;i<3;i++)
    {
    recvPacket(i);
    }
    close(temp_sock_desc);
    return 0;
```

```
PROBLEMS   OUTPUT   DEBUG CONSOLE   TERMINAL   PORTS

[karthikeyan@lenovo client]$ ./a.out              [karthikeyan@lenovo server]$ ./a.out
Sending Packet 1                                   Received Packet 1: SEQ1i am the god of death
1                                                  Packet 1 received or not: 1
Sending Packet 2                                   Received Packet 2: SEQ2i am the god of thunder
1                                                  Packet 2 received or not: 1
Sending Packet 3                                   Received Packet 3: SEQ3i am the god of mischief
0                                                  Packet 3 received or not: 0
Resending Packet 3                                 Packet 3 received or not: 0
0                                                  Packet 3 received or not: 1
Resending Packet 3                                 [karthikeyan@lenovo server]$
1
Packets transmitted successfully
[karthikeyan@lenovo client]$
```