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1 . server.c
#include<stdio.h>
#include<unistd.h>
#include<string.h>
#include<sys/socket.h>
#include<stdlib.h>
#include<netinet/in.h>
#include<sys/types.h>
#define MAXLINE 20
#define SERV_PORT 5777 main(int argc,char *argv) {
int i,j;
ssize t n;
char line[MAXLINE],revline[MAXLINE];
int listenfd,connfd,clilen;
struct sockaddr_in servaddr,cliaddr;
listenfd=socket(AF INET,SOCK STREAM,0);
bzero(&servaddr, sizeof(servaddr));
servaddr.sin family=AF INET;
servaddr.sin port=htons(SERV PORT);
bind(listenfd,(struct sockaddr*)&servaddr,sizeof(servaddr));
listen(listenfd,1);
for(;;)
clilen=sizeof(cliaddr);
connfd=accept(listenfd,(struct sockaddr*)&cliaddr,&clilen);
printf("CONNECT TO CLIENT\n");
while(1)
{ if((n=read(connfd,line,MAXLINE))==0)
break;
line[n-1]='\0';
j=0;
for(i=n-2;i>=0;i--)
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revline[j++]=line[i];
revline[j]='\0';
write(connfd,revline,n);}
}
2. client.c
#include<stdio.h>
#include<unistd.h>
#include<string.h>
#include<sys/socket.h>
#include<stdlib.h>
#include<netinet/in.h> #include<sys/types.h>
#define MAXLINE 20
#define SERV PORT 5777
main(int argc,char *argv)
{ char sendline[MAXLINE], revline[MAXLINE]; int sockfd;
struct sockaddr in servaddr; sockfd=socket(AF INET,SOCK STREAM,0);
bzero(&servaddr, sizeof(servaddr));
servaddr.sin family=AF INET;servaddr.sin port=ntohs(SERV PORT);
connect(sockfd,(struct sockaddr*)&servaddr,sizeof(servaddr));
printf("Enter the data to be sent\n");
while(fgets(sendline,MAXLINE,stdin)!=NULL)
write(sockfd,sendline,strlen(sendline));
printf("\n Line sent");
read(sockfd,revline,MAXLINE);
printf("\nReverse of the given sentence is %s",revline);
printf("\n");
exit(0); }
nidhi_vanjare@Nidhi:~$ cd Desktop/
nidhi_vanjare@Nidhi:~/Desktop$ gcc server.c
server.c:10:1: warning: return type defaults to 'int' [-Wimplicit-int]
   10 | main(int argc,char *argv)
nidhi_vanjare@Nidhi:~/Desktop$ ./a.out
CONNECT TO CLIENT
```