chatclient

#include<stdio.h>

#include<sys/socket.h>

#include<unistd.h>

#include<fcntl.h>

#include<sys/types.h>

#include<netinet/in.h>

main()

{

int csd,n,m;

char buffl[100],buff2[100];

struct sockaddr\_in\_cli\_addr;

csd=socket(AF\_INET,SOCK\_STREAM,0);

cli\_addr.sin\_family=AF\_INET;

cli\_addr.sin\_addr.s\_addr=inet\_addr("127.0.0.1");

cli\_addr.sin\_port=htons(5002);

connect(csd,(strcut sockaddr\*)&cli\_addr,sizeof(cli\_addr));

while(1)

{

bzero(buff1,100);

bzero(buff2,100);

n=read(0,buff1,100);

buffl[n-1]="\0";

write(csd,buff1,n);

printf("\n");

m=read(csd,buff2,100);

buff2[m-1]="\0";

write(1,buff2,m);

printf("\n");

}

close(csd);

}