chatserver

include<stdio.h>

#include<sys/socket.h>

#include<unistd.h>

#include<fcntl.h>

3include<sys/types.h>

#include<netinet/in.h>

char buf1[100],buf2[100];

int i,j,csd1,csd2,cli\_len1,cli\_len2,n,m,sd;

void chat(int i1,i2);

main()

{

struct sockaddr\_in ser\_addr,cli\_addr1,cli\_addr2;

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

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

ser\_addr.sin\_addr.s\_addr=htonl(INADDR\_ANY);

ser\_addr.sin\_port=htons(5502);

j=bind(sd,(struct sockaddr \*) &ser\_addr,sizeof(ser\_addr));

if(j==0)

printf("BINDING OK....\n");

listen(sd,5);

for(i=0;i<5;i++)

{

cli\_len1=sizeof(cli\_addr1);

csd1=accept(sd,(struct sockaddr \*) &cli\_addr1,&cli\_len1);

csd2=accept(sd,(struct sockaddr \*) &cli\_addr2,&cli\_len2);

if(fork()==0)

{

close(sd);

while(1)

{

bzero(buf1,100);

bzero(buf2,100);

n=read(csd1,buf1,100);

m=read(csd2,buf2,100);

if(n)

chat(csd1,csd2);

else if(m)

chat(csd2,scd1);

}

}

close(csd1);

close(csd2);

}

}

void chat(int i1,int i2)

{

buf1[n-1]='\0';

write(i2, buf1,n);

buf2[m-1]='\0';

write(i1, buf2,m);

}