#include<stdio.h>

#include<sys/types.h>

#include<sys/socket.h>

#include<netinet/in.h>

#include<strings.h>

#include<string.h>

#include<stdlib.h>

void error(char \*msg)

{

perror(msg);

exit(1);

}

int main(int argc,char \*argv[])

{

int size,n;

char \*csize;

FILE \*fp,\*fp2;

char \*content;

char buffer[256];

int sockfd,client,portno;

struct sockaddr\_in serv\_addr,clie\_addr;

if(argc<2)

{

fprintf(stderr,"error no port provided\n");

exit(1);

}

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

if(sockfd<0) error("error opening socket");

bzero((char \*)&serv\_addr,sizeof(serv\_addr));

portno=atoi(argv[1]);

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

serv\_addr.sin\_addr.s\_addr=INADDR\_ANY;

serv\_addr.sin\_port=htons(portno);

if(bind(sockfd,(struct sockaddr \*) &serv\_addr,sizeof(serv\_addr))<0) error("error on binding");

listen(sockfd,5);

client=sizeof(clie\_addr);

client=accept(sockfd,(struct sockaddr \*)&clie\_addr,&client);

if(client<0) error("error on accept");

system(" ls >> db.txt ");

fp = fopen("db.txt","r");

fseek(fp,0,SEEK\_END);

size = ftell(fp);

rewind(fp);

content = calloc (size+1,1);

fread(content,size,1,fp);

csize = &size;

n = strlen(csize);

if((write(client,content,255))<0) error("error writing");

bzero(buffer,255);

if((read(client,buffer,255))<0) error("error reading");

fp2 = fopen(buffer,"r");

fseek(fp2,0,SEEK\_END);

size=ftell(fp2);

rewind(fp2);

content = calloc(size+1,1);

fread(content,size,1,fp);

csize = &size;

if((write(client,content,255))<0) error("error writing!!");

return 0;

}