Client.c

#include <stdio.h>

#include <sys/types.h>

#include <sys/socket.h>

#include <netinet/in.h>

#include <netdb.h>

void error(char \*msg){ perror(msg); exit(0);}

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

int sockfd, portno, n;

struct sockaddr\_in serv\_addr;

struct hostent \*server;

char buffer[256];

if (argc < 3) {

fprintf(stderr,"usage %s hostname port\n", argv[0]);

exit(0);

}

portno = atoi(argv[2]);

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

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

server = gethostbyname(argv[1]);

if (server == NULL) { fprintf(stderr,"ERROR, no such host\n"); exit(0); } bzero((char \*) &serv\_addr, sizeof(serv\_addr));

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

bcopy((char \*)server->h\_addr, (char \*)&serv\_addr.sin\_addr.s\_addr

, server->h\_length);

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

if (connect(sockfd,&serv\_addr,sizeof(serv\_addr)) < 0)

error("ERROR connecting");

printf("Please enter the message: ");

bzero(buffer,256); fgets(buffer,255,stdin);

n = send(sockfd,buffer,strlen(buffer),0);

if (n < 0) error("ERROR writing to socket");

bzero(buffer,256);

n = recv(sockfd,buffer,255,0);

if (n < 0)

error("ERROR reading from socket");

printf("%s\n",buffer);

close(sockfd);

return 0;

}