Server.c

#include <stdio.h>

#include <sys/types.h>

#include <sys/socket.h>

#include <netinet/in.h>

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

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

int sockfd, newsockfd, portno, clilen;

char buffer[256];

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

int n;

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);

clilen = sizeof(cli\_addr);

newsockfd = accept(sockfd, (struct sockaddr \*) &cli\_addr, &clilen);

if (newsockfd < 0) error("ERROR on accept");

bzero(buffer,256);

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

if (n < 0) error("ERROR reading from socket");

printf("Here is the message: %s\n",buffer);

n = send(newsockfd,"I got your message",18,0);

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

close(newsockfd);

close(sockfd);

return 0;

}