udp client

#include <sys/types.h>

#include <sys/socket.h>

#include <netinet/in.h>

#include <arpa/inet.h>

#include <netdb.h>

#include <stdio.h>

#include <unistd.h>

#include <errno.h>

#include <string.h>

#include <stdlib.h>

int main()

{

int sock;

struct sockaddr\_in server\_addr;

struct hostent \*host;

char send\_data[1024];

host= (struct hostent \*) gethostbyname((char \*)"127.0.0.1");

if ((sock = socket(AF\_INET, SOCK\_DGRAM, 0)) == -1)

{

perror("socket");

exit(1);

}

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

server\_addr.sin\_port = htons(5000);

server\_addr.sin\_addr = \*((struct in\_addr \*)host->h\_addr);

bzero(&(server\_addr.sin\_zero),8);

while (1)

{

printf("Type Something (q or Q to quit):");

gets(send\_data);

if ((strcmp(send\_data , "q") == 0) || strcmp(send\_data , "Q") == 0)

break;

else

sendto(sock, send\_data, strlen(send\_data), 0,

(struct sockaddr \*)&server\_addr, sizeof(struct sockaddr));

}

}