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client.c

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#include <stdio.h>
#include <unistd.h>
#include <stdlib.h>
#include <string.h>

#include <sys/stat.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <sys/time.h>

#define PORT 3500
#define IP "127.0.0.1"

struct data
{
    char str[1024];
    int num;
};

int main(int argc, char **argv)
{
    struct sockaddr_in addr;
    int s;
    int len;
    int sbyte, rbyte;
    struct data sdata;

    if (argc != 3)
    {
        printf("Usage: %s [string] [num]\n", argv[0]);
        return 1;
    }

    memset((void *)&sdata, 0x00, sizeof(sdata));

    strcpy(sdata.str, argv[1]);
    sdata.num = atoi(argv[2]);

    s = socket(AF_INET, SOCK_STREAM, IPPROTO_TCP);
    if (s == -1)
    {
        return 1;
    }

    addr.sin_family = AF_INET;
    addr.sin_port = htons(PORT);
    addr.sin_addr.s_addr = inet_addr(IP);

    if (connect(s, (struct sockaddr *)&addr, sizeof(addr)) == -1 )
    {
        printf("fail to connect\n");
        close(s);
        return 1;
    }

    len = sizeof(sdata);
    sdata.num = htonl(sdata.num);

    write(s, (char *)&sdata, len);

    while(1){
        sleep(1);
        read(s, (char *)&sdata, len);
        printf("read: %s and %d\n", sdata.str, ntohl(sdata.num));
    }
    close(s);
    return 0;
}

```