

This below part is to include library..

```
#include <netinet/in.h>
```

```
#include <stdio.h>
```

```
#include <sys/types.h>
```

```
#include <string.h>
```

```
#include <errno.h>
```

```
#include <sys/socket.h>
```

```
#include <stdlib.h>
```

```
#include <unistd.h>
```

First you should check port and socket connection:

```
if (argc < 2) {
```

```
    fprintf(stderr,"port error:\n");
```

```
    exit(1);
```

```
}
```

```
fed = socket(AF_INET, SOCK_STREAM, 0);
```

if fed is small than 0, it will print "socket open error"

```
if (fed < 0)
```

```
    fprintf(stderr,"socket open error");
```

```
    error("open error");
```

second, you should create client

```
clt = sizeof(client_add);
```

```
newsf = accept(fed,
```

```
(struct sockaddr *) &cli_addr, &clt);
```