## **Sending process:**

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <arpa/inet.h>
#include <netinet/in.h>
#include <string.h>
#define err_log(log) do{perror(log); exit(1);}while(0)
#define N 128
int main(int argc, const char *argv[])
  int sockfd;
  struct sockaddr_in broadcastaddr;
  char buf[N] = \{0\};
  if((sockfd = socket(AF_INET, SOCK_DGRAM, 0)) < 0)</pre>
    err_log("fail to socket");
  broadcastaddr.sin family = AF INET;
  broadcastaddr.sin_addr.s_addr = inet_addr("192.168.1.255"); //Broadcast address
  broadcastaddr.sin_port = htons(10000);
  int optval = 1;
  if(setsockopt(sockfd, SOL\_SOCKET, SO\_BROADCAST, \& optval, size of(int)) < 0)
    err_log("fail to setsockopt");
  while(1)
    printf("Input > ");
    fgets(buf, N, stdin);
    if(sendto(sockfd,buf, N, 0, (struct sockaddr *)&broadcastaddr, sizeof(broadcastaddr)) < 0)
      err_log("fail to sendto");
    }
  return 0;
```

## **Receiving process:**

}

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <arpa/inet.h>
#include <netinet/in.h>
#include <string.h>
#define err_log(log) do{perror(log); exit(1);}while(0)
#define N 128
int main(int argc, const char *argv[])
  int sockfd;
  char buf[N];
  struct sockaddr_in broadcastaddr, srcaddr;
  if((sockfd = socket(AF_INET, SOCK_DGRAM, 0)) < 0)</pre>
    err_log("fail to socket");
  }
  broadcastaddr.sin family = AF INET;
  broadcastaddr.sin_addr.s_addr = inet_addr("192.168.1.255"); //Broadcast address
  broadcastaddr.sin_port = htons(10000);
  if(bind(sockfd, (struct sockaddr*)&broadcastaddr, sizeof(broadcastaddr)) < 0)
    err_log("fail to bind");
  }
  socklen_t addrlen = sizeof(struct sockaddr);
  while(1)
    if(recvfrom(sockfd,buf, N, 0, (struct sockaddr *)&srcaddr, &addrlen) < 0)
      err_log("fail to sendto");
    printf("buf:%s ---> %s %d\n", buf, inet_ntoa(srcaddr.sin_addr), ntohs(srcaddr.sin_port));
  return 0;
```