```c
1   // Client side C/C++ program to demonstrate Socket programming
2   #include <stdio.h>
3   #include <sys/socket.h>
4   #include <stdlib.h>
5   #include <unistd.h>
6   #include <netinet/in.h>
7   #include <string.h>
8   #include <arpa/inet.h>
9
10  #define PORT 8080
11
12  int main(int argc, char const *argv[])
13  {
14      int sock = 0; long valread;
15      struct sockaddr_in serv_addr;
16      char *hello = "Hello from client";
17      char buffer[1024] = {0};
18      if ((sock = socket(AF_INET, SOCK_STREAM, 0)) < 0)
19      {
20          printf("\n Socket creation error \n");
21          return -1;
22      }
23
24      memset(&serv_addr, '0', sizeof(serv_addr));
25
26      serv_addr.sin_family = AF_INET;
27      serv_addr.sin_port = htons(PORT);
28
29      // Convert IPv4 and IPv6 addresses from text to binary form
30      if(inet_pton(AF_INET, "127.0.0.1", &serv_addr.sin_addr)<=0)
31      {
32          printf("\nInvalid address/ Address not supported \n");
33          return -1;
34      }
35
36      if (connect(sock, (struct sockaddr *)&serv_addr, sizeof(serv_addr)) < 0)
37      {
38          printf("\nConnection Failed \n");
39          return -1;
40      }
41      send(sock , hello , strlen(hello) , 0 );
42      printf("Hello message sent\n");
43      valread = read( sock , buffer, 1024);
44      printf("%s\n",buffer );
```

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45        return 0;
46    }
```

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