#include <stdio.h>

#include <stdlib.h>

#include <string.h>

#include <sys/socket.h>

#include <netinet/in.h>

#include <arpa/inet.h>

#include <unistd.h>

#define TARGET\_IP "192.168.1.100" // Replace with your target board's IP address

int main() {

int sockfd;

struct sockaddr\_in addr;

// Create a socket

if ((sockfd = socket(AF\_INET, SOCK\_STREAM, 0)) == -1) {

perror("Socket creation failed");

exit(EXIT\_FAILURE);

}

// Set up the sockaddr\_in structure

addr.sin\_family = AF\_INET;

addr.sin\_port = htons(22); // Assuming SSH port, change if necessary

inet\_pton(AF\_INET, TARGET\_IP, &(addr.sin\_addr));

// Attempt to connect

if (connect(sockfd, (struct sockaddr \*)&addr, sizeof(addr)) == 0) {

printf("Connection successful. IP address: %s\n", TARGET\_IP);

} else {

printf("Connection failed. Board may not be reachable.\n");

}

// Close the socket

close(sockfd);

return 0;

}