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Lab Internal

Prog 7

Server.c

```
#include<stdio.h>
#include<stdlib.h>
#include<string.h>
#include<unistd.h>
#include<netinet/in.h>
#include<arpa/inet.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<errno.h>

int main(){
    int sd, acpt, len, bytes, port;
    char send[50], receive[50];
    struct sockaddr_in serv, cli;
    if((sd=socket(AF_INET, SOCK_STREAM, 0))<0){
        perror("Error in socket\n");
        exit(0);
    }

    bzero(&serv, sizeof(serv));
    serv.sin_family= AF_INET;
    serv.sin_port = htons(8000);
    serv.sin_addr.s_addr=htonl(INADDR_ANY);
    if(bind(sd,(struct sockaddr*)&serv, sizeof(serv))<0){
        perror("Error in Bind\n");
        exit(0);
    }
```

```
if (listen(sd,3)<0){
    printf("Error in listen");
    exit(0);
}
if((cfd = accept(sd,(struct sockaddr*)NULL,NULL))<0){
    printf("Error in accept");
    exit(0);
}
while(1){
    bytes = recv(acfd, receive, 30, 0);
    receive[bytes]='\0';
    if(strcmp(receive,"end")==0){
        close(acfd);
        close(sd);
        exit(0);
    }
    else{
        printf("Command received: %s", receive);
        system(receive);
        printf("\n");
    }
}
```

Udint.c

```
#include<stdio.h>
#include<stdlib.h>
#include<string.h>
#include<unistd.h>
#include<netinet/in.h>
#include<arpa/inet.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<errno.h>

int main(){

    int sd, cld, len, bytes, flord;
    char send[50], receive[50];
    struct sockaddr_in serv, cli;
    if((sd = socket(AF_INET, SOCK_STREAM, 0)) < 0){
        printf("Error in socket\n");
        exit(0);
    }
    bzero(&serv, sizeof(serv));
    serv.sin_family = AF_INET;
    serv.sin_port = htons(8000);
    serv.sin_addr.s_addr = htonl(INADDR_ANY);
    if(bind(sd, (struct sockaddr*)&serv, sizeof(serv)) < 0){
        printf("Error in connection\n");
        exit(0);
    }
```

```
while(1){
    printf("Enter the command: ");
    gets(send1);
    if(strcmp(send1,"end") != 0){
        send(sd, send1, 50, 0);
        close(sd);
        break;
    }
}
}
```

Marks - Part A - Programs

Prog1: 6+4 = 10

Prog2: 6+4 = 10

Prog3: 6+4 = 10

Prog4: 6+4 = 10

Prog5: 6+4 = 10

Prog6: 6+4 = 10

Prog7: 6+4 = 10

Prog8: 6+4 = 10

Total: 80/80 Reduced to 30/30

Part B - 9/10

Internal: 10/10

Total: 49/50