```c
1    #include <stdio.h>
2    #include <stdlib.h>
3    #include <arpa/inet.h>
4    #include <string.h>
5    #include <sys/socket.h>
6    #include <unistd.h>
7
8    #define BUFFER_SIZE 512
9    #define PORT 8888
10
11   void die(char* error_message){
12       perror(error_message);
13       exit(1);
14   }
15
16   int main(){
17       struct sockaddr_in friend;
18       int sockaddr_len = sizeof(friend);
19       int s;
20       char buffer[BUFFER_SIZE];
21       char message[BUFFER_SIZE];
22
23       if((s = socket(AF_INET, SOCK_DGRAM, IPPROTO_UDP)) == -1){
24           die("socket");
25       }
26
27       memset((char*)&friend, 0, sockaddr_len);
28       friend.sin_family = AF_INET;
29       friend.sin_port = htons(PORT);
30       friend.sin_addr.s_addr = inet_addr("127.0.0.1");
31
32       while(1){
33           printf("Enter message: ");
34           fgets(message, BUFFER_SIZE, stdin);
35
36           if(sendto(s, message, strlen(message), 0, (struct sockaddr*) &friend,
     sockaddr_len) == -1){
37               die("send_to()");
38           }
39
40           memset(buffer, '\0', BUFFER_SIZE);
41           if(recvfrom(s, buffer, BUFFER_SIZE, 0, (struct sockaddr*) &friend,
     &sockaddr_len) == -1){
42               die("recv_from()");
43           }
44
45           puts(buffer);
46
47           if((strcmp(buffer, "over") == 0) || (strcmp(buffer, "all over") == 0)){
48               break;
49           }
50       }
51
52       close(s);
53       return 0;
54   }
```