```c
#include<sys/socket.h>
#include<netinet/in.h>
#include<stdio.h>
#include<unistd.h>
#include<stdlib.h>
#include<fcntl.h>
#include<string.h>

int main()
{
    int k;
    char buf[100];
    int sock_desc;
    socklen_t len;
    struct sockaddr_in client;

    sock_desc=socket(AF_INET,SOCK_STREAM,0);
    if(sock_desc==-1)
        printf("error");
    client.sin_family=AF_INET;
    client.sin_addr.s_addr=INADDR_ANY;
    client.sin_port = 2004;

    k=connect(sock_desc,(struct sockaddr*) &client,sizeof(client));
    if(k==-1)
        printf("error");
    while(1)
    {
        printf("\n Enter value to be send to server");
        fgets(buf,100,stdin);
        if(atoi(buf)==1111)
        {
            send(sock_desc,buf,100,0);
            printf("exiting.....");
            exit(0);
        }
        k=send(sock_desc,buf,100,0);
        if(k==-1)
            printf("error");
        k=recv(sock_desc,buf,100,0);
        if(k==-1)
            printf("error");
        printf("\nThe message from server is %s",buf);
    }
    close(sock_desc);
    return 0;
}
```