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#include<stdio.h>
#include<string.h>
#include<stdlib.h>
#include<sys/socket.h>
#include<unistd.h>
#include<netdb.h>

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

    sock_desc = socket(AF_INET, SOCK_DGRAM, 0);
    if (sock_desc == -1)
    {
        printf("Error in socket()");
        return 1;
    }

    server.sin_family = AF_INET;
    server.sin_addr.s_addr = INADDR_ANY;
    server.sin_port = htons(3001);

    k = bind(sock_desc, (struct sockaddr*)&server, sizeof(server));
    if (k < 0)
    {
        printf("Error in bind()!!!");
        return 1;
    }

    len = sizeof(client);

    printf("\nServer waiting...\n");
    while (1)
    {
        k = recvfrom(sock_desc, buf, 100, 0, (struct sockaddr*)&client, &len);
        if (k < 0)
        {
            printf("Error in recvfrom()!");
            return 1;
        }

        if (atoi(buf) == 1111)
        {
            printf("\nExiting.....");
            break;
        }

        printf("\nServer got a message from client: %s", buf);

        printf("\nEnter message to be sent to the client: ");
        fgets(buf, 100, stdin);
        k = sendto(sock_desc, buf, 100, 0, (struct sockaddr*)&client, sizeof(client));
        if (k < 0)
        {
            printf("Error in sendto()!");
            return 1;
        }
    }

    return 0;
}
```