```c
#include<sys/socket.h>
#include<netinet/in.h>
#include<stdio.h>
#include<string.h>
#include<stdlib.h>
#include <fcntl.h>
#include <unistd.h>
int main()
{
        char buf[100],bufs[100];
        int k;
        socklen_t len;
        int sock_desc,temp_sock_desc;
        struct sockaddr_in server,client;

        sock_desc=socket(AF_INET,SOCK_STREAM,0);

        if(sock_desc==-1)
                printf("Error in Socket creation\n");

        server.sin_family=AF_INET;
        server.sin_addr.s_addr=INADDR_ANY;

        server.sin_port=3003;
        client.sin_family=AF_INET;

        client.sin_addr.s_addr=INADDR_ANY;
        client.sin_port=3003;

        k=bind(sock_desc,(struct sockaddr*) &server,sizeof(server));

        if(k==-1)
                printf("Error in binding\n");

        k=listen(sock_desc,5);

        if(k==-1)
                printf("Error in listening\n");

        len=sizeof(client);
        temp_sock_desc=accept(sock_desc,(struct sockaddr*) &client,&len);

        if(temp_sock_desc==-1)
                printf("Error in temporary socket creation\n");
        for(;;)
        {
                k=recv(temp_sock_desc,buf,100,0);

                if(k==-1)
                        printf("Error in receiving\n");


                int c = atoi(buf);
                if(c!=0)
                {

                if(c==1111)
                {
                        printf("Exiting!!!");
                        exit(0);
                }
                printf("\nMessage got from client is:%s",buf);
                int fact=1;
                for(int i=1;i<=c;i++)
                        fact*=i;
                sprintf(bufs,"%d", fact);
```

```c
                k=send(temp_sock_desc,bufs,100,0);
                if(k==-1)
                        printf("Error in sending to client\n");
                }
                else
                {
                  sprintf(bufs,"%d", 0);
                 k=send(temp_sock_desc,bufs,100,0);
                }
        }
        return 0;
}
```