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

int main()
{

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

    sock_desc = socket(AF_INET,SOCK_DGRAM,0);

    if(sock_desc==-1)
    {
      printf("error in socket creation...");
      return 1;
    }

    server.sin_family= AF_INET;
    server.sin_addr.s_addr= INADDR_ANY;
    server.sin_port = htons(4004);
    len=sizeof(server);
    while(1)
    {
      printf("\nenter the number for armstrong ");
      fgets(buf,100,stdin);
      if(atoi(buf)==1111)
      {
          k=sendto(sock_desc,buf,100,0,(struct sockaddr*)&server,sizeof(server));
          if(k<0)
          {
            printf("error in sending...");
            return 1;
          }
          printf("\n Exiting......");
          break;
      }
      k=sendto(sock_desc,buf,100,0,(struct sockaddr*)&server,sizeof(server));
          if(k<0)
          {
            printf("error in sending...");
            return 1;
          }
      k=recvfrom(sock_desc,buf,100,0,(struct sockaddr*)&server,&len);
        if(k<0)
          {
            printf("error in sending...");
            return 1;
          }

      if(atoi(buf)==1)
      {
        printf("\namstrong number..........");
      }
      else
      {
          printf("\nnot amstrong number..........");
      }

    }
```

```
        return 0;
}
```