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

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

    sock_desc=socket(AF_INET,SOCK_STREAM,0);

    if(sock_desc==-1)
        printf("error");

    server.sin_family=AF_INET;
    server.sin_addr.s_addr=INADDR_ANY;
    server.sin_port=2004;

    client.sin_family=AF_INET;
    client.sin_addr.s_addr=INADDR_ANY;
    client.sin_port=2004;

    k=bind(sock_desc,(struct sockaddr*)&server,sizeof(server));
    if(k==-1)
        printf("error");

    k=listen(sock_desc,5);

    if(k==-1)
        printf("error");

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

    if(temp_sock_desc==-1)
        printf("error");

    while(1)
    {
        k= recv(temp_sock_desc,buf,100,0);
        if(k==-1)
            printf("error");
        int n=atoi(buf);
        if(n==1111)
        {
            printf("\n exiting.....");
            exit(0);
        }
        printf("\nThe message recived from client is %s",buf);
        printf("\nenter message to send to client");
        fgets(bufs,100,stdin);

        k= send(temp_sock_desc,bufs,100,0);
        if(k==-1)
            printf("error");

    }
}

```

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    return 0;  
}
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