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#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;
    int temp,count=0,d,flag;
    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);

    k= bind(sock_desc,(struct sockaddr*)&server,sizeof(server));
    if(k<0)
    {
        printf("error in bind creation...");
        return 1;
    }
    len = sizeof(client);

    printf("\nserver is waiting.....");

    while(1)
    {
        k= recvfrom(sock_desc,buf,100,0,(struct sockaddr*)&client,&len);
        if(k<0)
        {
            printf("error in recv...");
            return 1;
        }
        printf("\ngiven number is %s",buf);
        int c= atoi(buf);
        temp=c;

        if(c==1111)
        {
            printf("\nExiting....");
            break;
        }
        count=0;
        while(temp!=0)
        {
            temp=temp/10;
            count++;
        }
        temp=c;
        int sum=0,p;
        while(temp!=0)
        {
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        d=temp%10;
        p=1;
        for(int i=0;i<count;i++)
        {
            p=p*d;
        }
        temp=temp/10;
        sum=sum+p;
    }

    if(sum==c)
    {
        flag=1;
    }
    else
    {
        flag=0;
    }
    sprintf(buf,"%d",flag);
    k=sendto(sock_desc,buf,100,0,(struct sockaddr*) &client,sizeof(client));
    if(k<0)
    {
        printf("error in send...");
        return 1;
    }

}

return 0;
}
```