**Client**

#include<stdio.h>

#include<sys/socket.h>

#include<sys/types.h>

#include<netinet/in.h>

#include<string.h>

#include<stdlib.h>

#define max 256

int main()

{

char buf1[max],buf2[max];

int soc,bin,n;

struct sockaddr\_in ser,cli;

cli.sin\_family=AF\_INET;

cli.sin\_port=htons(50000);

cli.sin\_addr.s\_addr=inet\_addr("127.0.0.1");

ser.sin\_family=AF\_INET;

ser.sin\_port=htons(51000);

ser.sin\_addr.s\_addr=inet\_addr("127.0.0.1");

soc=socket(AF\_INET,SOCK\_DGRAM,0);

if(soc==-1)

printf("Connection failed.\n");

else

printf("Successfully created.\n");

bin=bind(soc,(struct sockaddr\*)&cli,sizeof(cli));

if(bin==-1)

printf("\n Bind connection failed.\n");

else

printf("\n Bind successfully created.\n");

memset(buf1,0,sizeof(buf1));

printf("\n Enter string:-");

scanf("%s",buf1);

int count = sendto(soc,buf1, sizeof(buf1),0,(struct sockaddr\*)&ser,sizeof(ser));

memset(buf2,0,sizeof(buf2));

int c = recv(soc,buf2, sizeof(buf2),0);

printf("\n Received data is:- %s \n",buf2);

return 0;

}

**Server**

#include<stdio.h>

#include<sys/socket.h>

#include<sys/types.h>

#include<netinet/in.h>

#include<string.h>

#include<stdlib.h>

#define max 256

int main()

{

char buf1[max],buf2[max];

int soc,bin,n;

struct sockaddr\_in ser,cli;

cli.sin\_family=AF\_INET;

cli.sin\_port=htons(50000);

cli.sin\_addr.s\_addr=inet\_addr("127.0.0.1");

ser.sin\_family=AF\_INET;

ser.sin\_port=htons(51000);

ser.sin\_addr.s\_addr=inet\_addr("127.0.0.1");

soc=socket(AF\_INET,SOCK\_DGRAM,0);

if(soc==-1)

printf("Connection failed.\n");

else

printf("Successfully created.\n");

bin=bind(soc,(struct sockaddr\*)&ser,sizeof(ser));

if(bin==-1)

printf("\n Bind connection failed.\n");

else

printf("\n Bind successfully created.\n");

memset(buf1,0,sizeof(buf1));

int a=recv(soc,buf1, sizeof(buf1),0);

printf("\n Received data is:- %s \n",buf1);

memset(buf2,0,sizeof(buf2));

printf("\n Enter string:-");

scanf("%s",buf2);

int b= sendto(soc,buf2, sizeof(buf2),0,(struct sockaddr\*)&cli,sizeof(cli));

return 0;

}