**Client**

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

#include <sys/socket.h>

#include <sys/types.h>

#include <netinet/in.h>

int main()

{

int listenfd,port,r;

char buff[1024];

struct sockaddr\_in servaddr,cliaddr;

socklen\_t servlen;

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

if(listenfd==-1)

{

perror("Socket");

return 0;

}

printf("\n Enter the port no:");

scanf("%d",&port);

printf("The port no is:%d",port);

servaddr.sin\_family = AF\_INET;

servaddr.sin\_port = htons(port);

servaddr.sin\_addr.s\_addr = INADDR\_ANY;

sendto(listenfd,buff,sizeof(buff),0,(struct sockaddr\*)&servaddr,sizeof(servaddr));

r=recvfrom(listenfd,buff,sizeof(buff),0,(struct sockaddr\*)&servaddr,&servlen);

buff[r]=0;

printf("\n The time received from the server:%s\n",buff);

exit(0);

return 0;

}

**Sever**

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

#include <sys/socket.h>

#include <sys/types.h>

#include <netinet/in.h>

#include <time.h>

int main()

{

int sfd,r,bi,port;

char buff[1024];

struct sockaddr\_in servaddr,cliaddr;

socklen\_t clilen;

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

if(sfd==-1)

{

perror("Socket");

return 0;

}

printf("\n Enter the port no:");

scanf("%d",&port);

printf("The port no is:%d\n",port);

servaddr.sin\_family = AF\_INET;

servaddr.sin\_port = htons(port);

servaddr.sin\_addr.s\_addr = INADDR\_ANY;

bi=bind(sfd,(struct sockaddr\*)&servaddr,sizeof(servaddr));

if(bi==-1)

{

perror("Bind()");

return 0;

}

clilen = sizeof(cliaddr);

r=recvfrom(sfd,buff,sizeof(buff),0,(struct sockaddr\*)&cliaddr,&clilen);

buff[r]=0;

time\_t ticks;

ticks = time(NULL);

snprintf(buff,sizeof(buff),"%24s\r\n",ctime(&ticks));

sendto(sfd,buff,sizeof(buff),0,(struct sockaddr\*)&cliaddr,sizeof(cliaddr));

exit(0);

return 0;

}