Server:

```
#include<sys/types.h>
#include<sys/socket.h>
#include<stdio.h>
#include<sys/un.h>
#include<unistd.h>
#include<stdlib.h>
#include<math.h>
int main()
{
int server_sockfd,client_sockfd;
int server len, client len;
struct sockaddr_un server_address;
struct sockaddr un client address;
unlink("server_socket");
server_sockfd=socket(AF_UNIX,SOCK_STREAM,0);
server_address.sun_family=AF_UNIX;
strcpy(server_address.sun_path,"server_socket");
server_len=sizeof(server_address);
bind(server_sockfd,(struct sockaddr*)&server_address,server_len);
listen(server sockfd,5);
while(1){
int arr[50];
printf("server waiting\n");
client_len=sizeof(client_address);
client_sockfd=accept(server_sockfd,(struct sockaddr*)&client_address,&client_len);
read(client_sockfd,arr,sizeof(arr));
for(int i=1;i<arr[0];i++)
int pos=i;
for(int j=i+1; j < =arr[0]; j++){
if(arr[j]<arr[pos])
pos=j;
int temp=arr[pos];
arr[pos]=arr[i];
arr[i]=temp;
printf("The sorted array is:\n");
for(int i=1;i <= arr[0];i++)
printf("%d\n",arr[i]);
printf("\n");
write(client sockfd,arr,sizeof(arr));
close(client sockfd);
```

Client:

```
#include<sys/types.h>
#include<sys/socket.h>
#include<stdio.h>
#include<sys/un.h>
#include<unistd.h>
#include<stdlib.h>
#include<math.h>
int main()
int sockfd;
int len,i;
struct sockaddr_un address;
int result;
sockfd=socket(AF_UNIX,SOCK_STREAM,0);
address.sun_family=AF_UNIX;
strcpy(address.sun_path,"server_socket");
len=sizeof(address);
result=connect(sockfd,(struct sockaddr*)&address,len);
if(result==-1){
perror("oops:client1");
exit(1);
}
int n;
printf("Enter the value of n:");
scanf("%d",&n);
printf("Enter the array values:");
int arr[n+1];
arr[0]=n;
for(i=1;i <= n;i++)
scanf("%d",&arr[i]);
len=sizeof(arr);
write(sockfd,arr,len);
read(sockfd,arr,len);
printf("The sorted array:\n");
for(i=1;i \le arr[0];i++)
printf("%d\n",arr[i]);
printf("\n");
close(sockfd);
exit(0);
}
```



