**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<=arr[0];i++)

printf("%d\n",arr[i]);

printf("\n");

close(sockfd);

exit(0);

}



