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#include<netdb.h>
#include<stdio.h>
#include<stdlib.h>
#include<string.h>
#include<sys/socket.h>
#include<fcntl.h>
#include<unistd.h>
#include<arpa/inet.h>

#define MAX 80
#define PORT 8080
#define SA struct sockaddr
void func(int sockfd)
{
    char buff[MAX];
    int n;
    for (;;) {
        bzero(buff, sizeof(buff));
        printf("Enter the string : ");
        n = 0;
        while ((buff[n++] = getchar()) != '\n');
        write(sockfd, buff, sizeof(buff));
        bzero(buff, sizeof(buff));
        read(sockfd, buff, sizeof(buff));
        printf("From Server : %s", buff);
        if ((strcmp(buff, "exit", 4)) == 0) {
            printf("Client Exit...\n");
            break;
        }
    }
}

int main()
{
    int sockfd, connfd;
    struct sockaddr_in servaddr, cli;
    sockfd = socket(AF_INET, SOCK_STREAM, 0);
    if (sockfd == -1) {
        printf("socket creation failed...\n");
        exit(0);
    }
    else
        printf("Socket successfully created..\n");
    bzero(&servaddr, sizeof(servaddr));
    servaddr.sin_family = AF_INET;
    servaddr.sin_addr.s_addr = inet_addr("127.0.0.1");
    servaddr.sin_port = htons(PORT);
    if (connect(sockfd, (SA*)&servaddr, sizeof(servaddr)) != 0) {
        printf("connection with the server failed...\n");
    }
}

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        exit(0);
    }
    else
        printf("connected to the server..\n");
    func(sockfd);
    close(sockfd);
}
```