26. Implementation of date and time display from client to server using TCP sockets in java/C.

```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <winsock2.h>
#include <ws2tcpip.h>

#pragma comment(lib, "ws2_32.lib")  // Link Winsock library

#define PORT 8080
#define BUFFER_SIZE 1024

int main() {
    WSADATA wsa;
    SOCKET sock;
    struct sockaddr_in server_address;
    char buffer[BUFFER_SIZE] = {0};

    // Initialize Winsock
    if (WSAStartup(MAKEWORD(2, 2), &wsa) != 0) {
        printf("WSAStartup failed. Error Code: %d\n", WSAGetLastError());
        return 1;
    }

    // Create socket
    if ((sock = socket(AF_INET, SOCK_STREAM, 0)) == INVALID_SOCKET) {
        printf("Socket creation error. Error Code: %d\n", WSAGetLastError());
        return 1;
    }

    // Configure server address
    server_address.sin_family = AF_INET;
    server_address.sin_port = htons(PORT);
    server_address.sin_addr.s_addr = inet_addr("127.0.0.1");

    // Connect to server
    if (connect(sock, (struct sockaddr*)&server_address, sizeof(server_address)) == SOCKET_ERROR) {
        printf("Connection failed. Error Code: %d\n", WSAGetLastError());
        return 1;
    }

    // Receive data from server
    recv(sock, buffer, BUFFER_SIZE, 0);
    printf("Server Response: %s\n", buffer);

    closesocket(sock);
    WSACleanup();
```
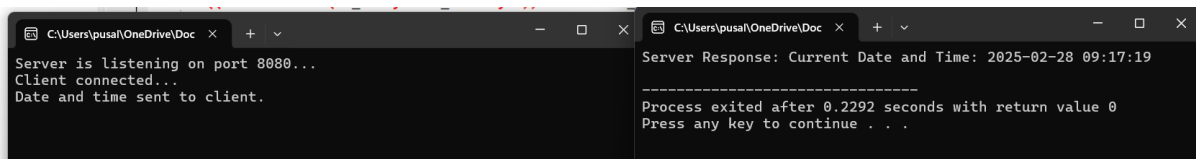
```
    return 0;
}
```