**CLIENT.C**

#include<stdio.h>

#include<sys/stat.h>

#include<sys/types.h>

#include<sys/socket.h>

#include<arpa/inet.h>

#include<netinet/in.h>

main()

{

struct sockaddr\_in server,client;

int s,n;

char b1[100],b2[100];

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

server.sin\_family=AF\_INET;

server.sin\_port=3000;

server.sin\_addr.s\_addr=inet\_addr("127.0.0.1");

n=sizeof(server);

printf("\nEnter canonical address: ");

scanf("%s",b2);

sendto(s,b2,sizeof(b2),0,(struct sockaddr \*)&server,n);

recvfrom(s,b1,sizeof(b1), 0,NULL,NULL);

printf("%s \n",b1);

}