**DNS SIMULATION USING UDP**

**SERVER.C**

#include<stdio.h>

#include<sys/stat.h>

#include<sys/types.h>

#include<sys/socket.h>

#include<netinet/in.h>

#include<arpa/inet.h>

#include<string.h>

main()

{

printf("SERVER LISTENING....\n");

FILE \*fp;

struct sockaddr\_in server,client;

int s,n;

char b1[100],b2[100],a[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");

bind(s,(struct sockaddr \*)&server,sizeof(server));

n=sizeof(client);

while(1)

{

strcpy(b2,"");

fp=fopen("dns.txt","r");

recvfrom(s,b1,sizeof b1, 0,(struct sockaddr \*)&client,&n);

while(!feof(fp))

{

fscanf(fp,"%s",a);

if(strcmp(a,b1)==0)

{

fscanf(fp,"%s",b2);

break;

}

}

if(strcmp(b2,"")==0)

{

strcpy(b2,"Not found...");

}

fclose(fp);

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

}}