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    }

    if(listen(server_fd, 5) < 0) {
        printf("Listening failed!\n");
        exit(1);
    }

    if((client_fd = accept(server_fd, (struct sockaddr*) &address, (socklen_t*) &addrlen)) <
0) {
        printf("Connection failed!\n");
        exit(1);
    } else {
        printf("Connected to client.\n");
    }

    packet p;
    int flag = -1;

    while(1) {
        int status = recv(client_fd, &p, sizeof(packet), 0);

        if(status < 0) {
            printf("Receive failed!\n");
        } else if (status == 0) {
            printf("Receive completed.\nArray: ");

            for(int i = 0; arr[i] != -1; i++) {
                printf("%d ", arr[i]);
            }

            printf("\n");

            break;
        } else {
            if(flag != p.seq) {
                arr[k] = p.data;
                k++;
            }

            printf("Received: %d (SEQ %d)\n", p.data, p.seq);
            flag = p.seq;

            p.type = 1;
            p.seq = (p.seq + 1) % 2;

            if(rand() % 5 != 2) {

```