**CONCURRENT PRETHREADING UDP CLIENT PROGRAM**

**OVERVIEW:**  In this program we have designed a client. The function of the client is to fetch the file that is present in the server. First the server would display list of files that are present in the sever. Then client would choose the file that has to be transferred from the server to the client. All the data is put in the send buffer and is sent to the client side. Then in the client side it would store the file in the local machine.

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**MAIN**

The main function of the program receives 2 arguments from the users. First argument would take the ip address in our case as it is a local system, we can enter it as local host. The Second one would be the port number through which the server is configured to listen for the new connection. Then creating the new socket by taking its family name, type of the of the data being send like SOCK\_STREAM or SOCK\_DGRAM. Then after that socket is created successfully. Input all the necessary corresponding values. Here in this procedure the client can not use accept as it is a UDP client. After a successful establishment with the server. Client would request for a file by sendto() function based on the available files in the server by using recvfrom() function. Then the corresponding file is opened using the fopen() function by the sever and transfer all the contents from the file to the buffer and transfer the contents from buffer to the file named "clientfile.txt", which is stored in the client local system.

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**Execution on the command line:**

On Client1:

gcc -o udp\_client1 udp\_client1.c

./udp\_client1 localhost 10000

On Client2:

gcc -o udp\_client2 udp\_client.c

./udp\_client2 localhost 10000