**ITERATIVE UDP CLIENT**

**Overview:** In this program we have implemented the iterative connectionless client using C. The function of the client is to fetch the file that is present in the server.

**Procedure:**

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\_DGRAM. Then after that socket is created successfully.

In this procedure, client would call first sendto() function in order to establish a communication between the client and the server.

After a successful establishment connection with the server, Client would request for a file based on the available files in the server.

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.

**Execution in Command line:**

gcc -o udp\_client udp\_client.c

./udp\_client localhost 10000