**ITERATIVE UDP SERVER**

**Overview:** In this program we have designed iterative connectionless server which sends the files to client upon request.

**Procedure**:

First the client sends a message to the server using the recvfrom() function requesting to send the list of files it has in its local machine.

The server accepts the connection from the client and gets the filenames from the command line arguments.

The server then sends the list of files over to the buffer of client using the sendto() fuction one by one.

The client receives the list and the user will select the required file from the list and sends it over the buffer using the sendto().

The server receives the selected fielname and compares it with the list of filenames it has inside its local machine using the strcmp() function.

Once the exact file is selected, the file is opened using the fopen() function and the contents of the file is read.

The contents of the file is sent to the client buffer using the sendto() function.

The client receives the data of the server from the buffer using the recvfrom() function and opens the client’s local empty file.

The contents of the buffer is written into the client local file. Hence replicating the contents of the server file.

**Execution in Command line:**

gcc -o udp\_server udp\_server.c

./udp\_server 10000 File.txt Fil2.txt