

IMPLEMENTATION OF TCP APPLICATION WITH MATH CLIENT-SERVER

SERVER.C

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#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <ctype.h>
#include <time.h>

void error(const char *msg)
{
    perror(msg);
    exit(1);
}

int main(int argc, char *argv[])
{
    int sockfd, newsockfd, portno;
    socklen_t clilen;
    char buffer[1024];
    struct sockaddr_in serv_addr, cli_addr;
    int n;
    if (argc < 2) {
        fprintf(stderr, "ERROR, no port provided\n");
        exit(1);
    }
    sockfd = socket(AF_INET, SOCK_STREAM, 0);
    if (sockfd < 0)
        error("ERROR opening socket");

    bzero((char *) &serv_addr, sizeof(serv_addr));
    portno = atoi(argv[1]);
    serv_addr.sin_family = AF_INET;
    serv_addr.sin_addr.s_addr = INADDR_ANY;
    serv_addr.sin_port = htons(portno);
    if (bind(sockfd, (struct sockaddr *) &serv_addr,
        sizeof(serv_addr)) < 0)
        error("ERROR on binding");
    listen(sockfd, 5);
    clilen = sizeof(cli_addr);
    newsockfd = accept(sockfd,
        (struct sockaddr *) &cli_addr,
        &clilen);
    if (newsockfd < 0)
        error("ERROR on accept");

    int num1, num2, ans, choice;
    S: n = write(newsockfd, "Enter Number 1 : ", strlen("Enter Number 1"));
    if (n < 0) error("ERROR writing to socket");
    read(newsockfd, &num1, sizeof(int));
    printf("Client - Number 1 is : %d\n", num1);

    n = write(newsockfd, "Enter Number 2 : ", strlen("Enter Number 2"));
    if (n < 0) error("ERROR writing to socket");
    read(newsockfd, &num2, sizeof(int));
    printf("Client - Number 2 is : %d\n", num2);

    n = write(newsockfd, "Enter your choice : \n1.Addition\n2.Subtraction\n3.Multiplication\n4.Division\n5.Exit\n", strlen("Enter your choice : \n1.Addition\n2.Subtraction\n3.Multiplication\n4.Division\n5.Exit\n"));
    if (n < 0) error("ERROR writing to socket");
    read(newsockfd, &choice, sizeof(int));
    printf("Client - Choice is : %d\n", choice);

    switch(choice)
    {
        case 1:
            ans = num1 + num2;
            break;
        case 2:
            ans = num1 - num2;
            break;
        case 3:
            break;
    }
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        ans = num1*num2;
        break;
    case 4:
        ans = num1/num2;
        break;
    case 5 :
        goto Q;
        break;
    }
    printf("Answer : %d\n",ans);
    write(newsockfd , &ans , sizeof(int));
    if(choice != 5)
        goto S;

Q:  close(newsockfd);
    close(sockfd);
    return 0;
}

```

CLIENT.C

```

#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <string.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <netdb.h>
#include <ctype.h>
#include <time.h>

#define PORT 7787
#define MAXLINE 1024

void error(const char *msg)
{
    perror(msg);
    exit(0);
}

int main(int argc, char *argv[])
{
    int sockfd, portno, n;
    struct sockaddr_in serv_addr;
    struct hostent *server;

    char buffer[1024];
    if (argc < 3)
    {
        fprintf(stderr,"usage %s hostname port\n", argv[0]);
        exit(0);
    }
    portno = atoi(argv[2]);
    sockfd = socket(AF_INET, SOCK_STREAM, 0);
    if (sockfd < 0)
        error("ERROR opening socket");
    server = gethostbyname(argv[1]);
    if (server == NULL) {
        fprintf(stderr,"ERROR, no such host\n");
        exit(0);
    }
    bzero((char *) &serv_addr, sizeof(serv_addr));
    serv_addr.sin_family = AF_INET;
    bcopy((char *)server->h_addr,
        (char *)&serv_addr.sin_addr.s_addr,
        server->h_length);
    serv_addr.sin_port = htons(portno);
    if (connect(sockfd,(struct sockaddr *) &serv_addr,sizeof(serv_addr)) < 0)
        error("ERROR connecting");

    int num1 ;
    int num2 ;
    int ans;
    int choice;

S: bzero(buffer,256);
    n = read(sockfd,buffer,255);          //Read Server String
    if (n < 0)
        error("ERROR reading from socket");
    printf("Server - %s\n",buffer);
    scanf("%d" , &num1);                //Enter No 1
    write(sockfd, &num1, sizeof(int));    //Send No 1 to Server

```

```

bzero(buffer,256);
n = read(sockfd,buffer,255);           //Read Server String
if (n < 0)
    error("ERROR reading from socket");
printf("Server - %s\n",buffer);
scanf("%d" , &num2);                   //Enter No 2
write(sockfd, &num2, sizeof(int));     //Send No 2 to Server

bzero(buffer,256);
n = read(sockfd,buffer,255);           //Read Server String
if (n < 0)
    error("ERROR reading from socket");
printf("Server - %s",buffer);
scanf("%d" , &choice);                 //Enter choice
write(sockfd, &choice, sizeof(int));   //Send choice to Server

if (choice == 5)
goto Q;

read(sockfd , &ans , sizeof(int));     //Read Answer from Server
printf("Server - The answer is : %d\n" , ans); //Get Answer from server

if(choice != 5)
goto S;

Q: printf("You chose to exit, Thank You so much.");

close(sockfd);
return 0;
}

```

OUTPUT :

```

[s2019103573@centos8-linux Mon Sep 13 08:13 PM ~]$ cd cn
[s2019103573@centos8-linux Mon Sep 13 08:13 PM cn]$ cd lab2
[s2019103573@centos8-linux Mon Sep 13 08:13 PM lab2]$ gcc -o server server.c
[s2019103573@centos8-linux Mon Sep 13 08:13 PM lab2]$ ./server 8400
Client - Number 1 is : 2
Client - Number 2 is : 3
Client - Choice is : 1
Answer : 5
Client - Number 1 is : 19
Client - Number 2 is : 17
Client - Choice is : 2
Answer : 2
Client - Number 1 is : 5
Client - Number 2 is : 10
Client - Choice is : 3
Answer : 50
Client - Number 1 is : 64
Client - Number 2 is : 4
Client - Choice is : 4
Answer : 16
Client - Number 1 is : 0
Client - Number 2 is : 0
Client - Choice is : 5
[s2019103573@centos8-linux Mon Sep 13 08:15 PM lab2]$ 

```

```

[s2019103573@centos8-linux Mon Sep 13 08:13 PM ~]$ cd cn
[s2019103573@centos8-linux Mon Sep 13 08:14 PM cn]$ cd lab2
[s2019103573@centos8-linux Mon Sep 13 08:14 PM lab2]$ gcc -o client client.c
[s2019103573@centos8-linux Mon Sep 13 08:14 PM lab2]$ ./client 127.0.0.1 8400
Server - Enter Number 1
2
Server - Enter Number 2
3
Server - Enter your choice :
1.Addition
2.Subtraction
3.Multiplication
4.Division
5.Exit
1
Server - The answer is : 5
Server - Enter Number 1
19
Server - Enter Number 2
17
Server - Enter your choice :
1.Addition
2.Subtraction
3.Multiplication
4.Division
5.Exit
2
Server - The answer is : 2
Server - Enter Number 1
5
Server - Enter Number 2
10
Server - Enter your choice :
1.Addition
2.Subtraction
3.Multiplication
4.Division
5.Exit
3
Server - The answer is : 50

```

```
[s2019103573@centos8-linux Mon Sep 13 08:13 PM ~]$ cd cn
[s2019103573@centos8-linux Mon Sep 13 08:13 PM cn]$ cd lab2
[s2019103573@centos8-linux Mon Sep 13 08:13 PM lab2]$ gcc -o server server.c
[s2019103573@centos8-linux Mon Sep 13 08:13 PM lab2]$ ./server 8400
Client - Number 1 is : 2
Client - Number 2 is : 3
Client - Choice is : 1
Answer : 5
Client - Number 1 is : 19
Client - Number 2 is : 17
Client - Choice is : 2
Answer : 2
Client - Number 1 is : 5
Client - Number 2 is : 10
Client - Choice is : 3
Answer : 50
Client - Number 1 is : 64
Client - Number 2 is : 4
Client - Choice is : 4
Answer : 16
Client - Number 1 is : 0
Client - Number 2 is : 0
Client - Choice is : 5
[s2019103573@centos8-linux Mon Sep 13 08:15 PM lab2]$
```

```
Server - Enter your choice :
1.Addition
2.Subtraction
3.Multiplication
4.Division
5.Exit
2
Server - The answer is : 2
Server - Enter Number 1
5
Server - Enter Number 2
10
Server - Enter your choice :
1.Addition
2.Subtraction
3.Multiplication
4.Division
5.Exit
3
Server - The answer is : 50
Server - Enter Number 1
64
Server - Enter Number 2
4
Server - Enter your choice :
1.Addition
2.Subtraction
3.Multiplication
4.Division
5.Exit
4
Server - The answer is : 16
Server - Enter Number 1
0
Server - Enter Number 2
0
Server - Enter your choice :
1.Addition
2.Subtraction
3.Multiplication
4.Division
5.Exit
5
You chose to exit, Thank You so much.[s2019103573@centos8-linux Mon Sep 13 08:1
[s2019103573@centos8-linux Mon Sep 13 08:15 PM lab2]$
```