#include <stdio.h>

#include <stdlib.h>

#include <unistd.h>

#include <errno.h>

#include <string.h>

#include <sys/types.h>

#include <sys/stat.h>

#include <sys/socket.h>

#include <netinet/in.h>

#include <arpa/inet.h>

#include <fcntl.h>

#define MAXBUFFER 1024

void sendstring(int , char \*);

int main( int C, char \*V[] )

{

int sd,fd;char c;

struct sockaddr\_in serveraddress;

char text[100];

int i=0;

sd = socket( AF\_INET, SOCK\_STREAM, 0 );

if( sd < 0 )

{

perror( "socket" );

exit( 1 );

}

if (V[1] == NULL )

{

printf ("PL specfiy the server's IP Address \n");

exit(0);

}

if (V[2] == NULL )

{

printf ("PL specify the server's Port No \n");

exit(0);

}

memset( &serveraddress, 0, sizeof(serveraddress) );

serveraddress.sin\_family = AF\_INET;

serveraddress.sin\_port = htons(atoi(V[2]));

serveraddress.sin\_addr.s\_addr = inet\_addr(V[1]);

if (connect(sd,(struct sockaddr\*)&serveraddress,sizeof(serveraddress))<0)

{

printf("Cannot Connect to server");

exit(1);

}

printf("enter sentence to end enter #");

while(1)

{

c=getchar();

if(c=='#')

break;

text[i++]=c;

}

text[i]='\0';

sendstring(sd,text);

close(sd);

return 0;

}

void sendstring(int sd, char \*fname)

{

int n , byteswritten=0 , written ;

char buffer[MAXBUFFER];

strcpy(buffer , fname);

n=strlen(buffer);

while (byteswritten<n)

{

written=write(sd , buffer+byteswritten,(n-byteswritten));

byteswritten+=written;

}

printf("String : %s sent to server \n",buffer);

}