// UDP server application to reverse the given input sentence

//server program

#include <stdio.h>

#include <stdlib.h>

#include <errno.h>

#include <string.h>

#include <sys/types.h>

#include <sys/socket.h>

#include <netinet/in.h>

#include <arpa/inet.h>

#include <sys/wait.h>

#include <fcntl.h>

#include <signal.h>

#define BUFSIZE 512

#define MYPORT 11710

#define MAXNAME 100

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

{

int sd,n,ret;

int l,i,a;

struct sockaddr\_in serveraddress,cliaddr;

socklen\_t length;

char clientname[MAXNAME],datareceived[BUFSIZE],temp[BUFSIZE];

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

if( sd < 0 )

{

perror( "socket error" );

exit( 1 );

}

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

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

serveraddress.sin\_family = AF\_INET;

serveraddress.sin\_port = htons(MYPORT);

serveraddress.sin\_addr.s\_addr = htonl(INADDR\_ANY);

ret=bind(sd,(struct sockaddr\*)&serveraddress,sizeof(serveraddress));

if(ret<0)

{

perror("\n BIND FAILS");

exit(1);

}

for(;;)

{

printf("\nI am waiting\n");

length=sizeof(cliaddr);

n=recvfrom(sd,datareceived,BUFSIZE,0,(struct sockaddr\*)&cliaddr , &length);

printf("\nData Received from%s\n",inet\_ntop(AF\_INET,&cliaddr.sin\_addr,clientname,sizeof(clientname)));

received[n]='\0';

printf("\nI have received %s\n",datareceived);

l=strlen(datareceived);

a=0;

for(i=l-1;i>=0;i--)

temp[a++]=datareceived[i];

temp[a]='\0';

printf("\n data at the server is %s",temp);

sendto(sd,temp,n,0,(struct sockaddr\*)&cliaddr,length);

}

}