**//client program**

**#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);**

**}**

**// if (V[3] == NULL ) {**

**// printf ("PL specfiy the string to be send to the server \n");// exit(0);// }**

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

**serveraddress.sin\_family = AF\_INET;**

**serveraddress.sin\_port = htons(atoi(V[2]));//PORT NO**

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

**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);**

**}**