// Client side implementation of UDP client-server model

#include <stdio.h>

#include <stdlib.h>

#include <unistd.h>

#include <string.h>

#include <sys/types.h>

#include <sys/socket.h>

#include <arpa/inet.h>

#include <netinet/in.h>

#define PORT     8080

#define MAXLINE 1024

// Driver code

int main() {

    int sockfd;

    char buffer[MAXLINE];

    char \*hello = "Hello from client";

    struct sockaddr\_in     servaddr;

    // Creating socket file descriptor

    if ( (sockfd = socket(AF\_INET, SOCK\_DGRAM, 0)) < 0 ) {

        perror("socket creation failed");

        exit(EXIT\_FAILURE);

    }

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

    // Filling server information

    servaddr.sin\_family = AF\_INET;

    servaddr.sin\_port = htons(PORT);

    servaddr.sin\_addr.s\_addr = INADDR\_ANY;

    int n, len;

    sendto(sockfd, (const char \*)hello, strlen(hello),

        MSG\_CONFIRM, (const struct sockaddr \*) &servaddr,

            sizeof(servaddr));

    printf("Hello message sent.\n");

    n = recvfrom(sockfd, (char \*)buffer, MAXLINE,

                MSG\_WAITALL, (struct sockaddr \*) &servaddr,

                &len);

    buffer[n] = '\0';

    printf("Server : %s\n", buffer);

    close(sockfd);

    return 0;

}