The Client Program -

Most of the steps in the client code are similar to the server code. The initial functions of creating a socket using the `socket()` function and initialising the `sockaddr_in` structure are same as described here.

Refer this program for the actual code.

```
NOTE FOR WINDOWS- While specifying the sin_addr.s_addr property in the client
program, we need to specify the server's IP address using inet_addr("127.0.0.1")
and not using INADDR_ANY.
```

Which means that this-

```
srv.sin_addr.s_addr = INADDR_ANY;
```

is WRONG.

And this -

```
srv.sin_addr.s_addr = inet_addr("127.0.0.1");
```

is CORRECT.

Connecting to the server -

In order to connect to the server (assuming we have filled in the server's IP address and port number while initialising the `sockaddr_in` structure), we use the `connect()` function.

```
int connect(
SOCKET          s,
const sockaddr *name,
int             namelen
);
```

Here -

- `s` - A descriptor identifying an unconnected socket.
- `name` - A pointer to the sockaddr structure to which the connection should be established.
- `namelen` - The length, in bytes, of the sockaddr structure pointed to by the name parameter.

Thus, we write -

```
nRet = connect(nClientSocket, (const sockaddr*)&srv, sizeof(srv));
```