CN EXPERIMENT2

**Write a C program to develop a DNS client server to resolve the hostname**

We will be using the following functions :-

**gethostname()** : The gethostname function retrieves the standard host name for the local computer.

**gethostbyname()** : The gethostbyname function retrieves host information corresponding to a host name from a host database.

**inet\_ntoa()** : The inet\_ntoa function converts an (Ipv4) Internet network address into an ASCII string in Internet standard dotted-decimal format.

#include <stdio.h>

#include <stdlib.h>

#include <unistd.h>

#include <errno.h>

#include <netdb.h>

#include <sys/types.h>

#include <sys/socket.h>

#include <netinet/in.h>

#include <arpa/inet.h>

void main() {

char host[256];

char \*IP;

struct hostent \*host\_entry;

int hostname;

hostname = gethostname(host, sizeof(host)); //find the host name

host\_entry = gethostbyname(host); //find host information

IP = inet\_ntoa(\*((struct in\_addr\*) host\_entry->h\_addr\_list[0]));

printf("Current Host Name: %s\n", host);

printf("Host IP: %s\n", IP);

}