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/****** chat application SERVER CODE *****/
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```
#include<stdio.h>
#include<string.h>
#include<sys/stat.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<arpa/inet.h>
main()
{
    struct sockaddr_in client,server;
    int s,n;
    char b1[100],b2[100];
    s=socket(AF_INET,SOCK_DGRAM,0);
    server.sin_family=AF_INET;
    server.sin_port=5001;
    server.sin_addr.s_addr=inet_addr("127.0.0.1");
    printf("\nClient ready....\n");
    n=sizeof(server);
    while(1)
    {
        printf("\nClient:");
        gets(b2);
        sendto(s,b2,sizeof(b2),0,(struct sockaddr *) &server,n);
        if(strcmp(b2,"end")==0)
            break;
        recvfrom(s,b1,sizeof(b1),0,(struct sockaddr *) &server,n);
        printf("\nServer:%s",b1);
    }
}
```

```
/****** chat application client CODE *****/
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```
#include<stdio.h>
#include<string.h>
#include<sys/stat.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<arpa/inet.h>
main()
{
    struct sockaddr_in client,server;
    int s,n;
    char b1[100],b2[100];
    s=socket(AF_INET,SOCK_DGRAM,0);
    server.sin_family=AF_INET;
    server.sin_port=5001;
```

```
server.sin_addr.s_addr=inet_addr("127.0.0.1");
bind(s, (struct sockaddr *)&server, sizeof(server));
printf("\nServer ready, waiting for client....\n");
n=sizeof(client);
while(1)
{
    recvfrom(s, b1, sizeof(b1), 0, (struct sockaddr *) &client, &n);
    if(! (strcmp(b1, "end")))
        break;
    printf("\nClient:%s", b1);
    printf("\nServer:");
    gets(b2);
    sendto(s, b2, sizeof(b2), 0, (struct sockaddr *) &client, n);
}
}
```