**Server:**

#include <sys/socket.h>

#include <netinet/in.h>

#include <arpa/inet.h>

#include <stdio.h>

#include <stdlib.h>

#include <unistd.h>

#include <errno.h>

#include <string.h>

int main()

{

int sock, connected, bytes\_recieved1 ,bytes\_recieved2, true = 1;

char send\_data [1024] , recv\_data1[1024],recv\_data2[1024];

FILE \*ptr;

struct sockaddr\_in server\_addr,client\_addr;

int sin\_size;

int port;

printf("Enter port");

scanf("%d",&port);

char fd[100];

ptr=fopen("cred.txt","r");

sock = socket(AF\_INET, SOCK\_STREAM, 0);

server\_addr.sin\_family = AF\_INET;

server\_addr.sin\_port = htons(port);

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

bind(sock, (struct sockaddr \*)&server\_addr, sizeof(struct sockaddr));

listen(sock, 5);

printf("\nTCPServer Waiting for client ");

fflush(stdout);

sin\_size = sizeof(struct sockaddr\_in);

connected = accept(sock, (struct sockaddr \*)&client\_addr,&sin\_size);

printf("\n I got a connection from (%s , %d)",

inet\_ntoa(client\_addr.sin\_addr),ntohs(client\_addr.sin\_port));

bytes\_recieved1 = recv(connected,recv\_data1,1024,0);

// bytes\_recieved2=recv(connected,recv\_data2,1024,0);

recv\_data1[bytes\_recieved1] = '\0';

// recv\_data2[bytes\_recieved2]='\0';

char username[100];

int i=0,flag=0;

while(fgets(fd,1000,ptr))

{

int i=0;

while(i<strlen(fd))

{

if(fd[i]==' ')

break;

username[i]=fd[i];

i++;

}

username[i]='\0';

i++;

// printf("uname:%s",username);

int k=strcmp(username,recv\_data1);

if(k==0)

{

int j=0;

char password[strlen(fd)-strlen(username)];

while(i<strlen(fd))

{

password[j]=fd[i];

i++;

j++;

}

password[j-1]='\0';

// printf("pwd:%s",password);

strcpy(send\_data,password);

flag=1;

}

}

if(flag==0)

strcpy(send\_data,"no");

// printf("%s\n",send\_data);

send(connected, send\_data,strlen(send\_data), 0);

fflush(stdout);

close(sock);

close(connected);

fclose(ptr);

return 0;

}

**Client:**

**#include<stdio.h>**

**#include<sys/socket.h>**

**#include<sys/types.h>**

**#include<netinet/in.h>**

**#include<string.h>**

**#include <stdlib.h>**

**#include <unistd.h>**

**#include <errno.h>**

**int main()**

**{**

**int sock, bytes\_recieved,port;**

**printf("Enter port :");**

**scanf("%d",&port);**

**char send\_data1[1024],recv\_data[1024];**

**struct sockaddr\_in server\_addr;**

**sock = socket(AF\_INET, SOCK\_STREAM, 0);**

**server\_addr.sin\_family = AF\_INET;**

**server\_addr.sin\_port = htons(port);**

**server\_addr.sin\_addr.s\_addr = htonl(INADDR\_ANY);**

**//bzero(&(server\_addr.sin\_zero),8);**

**connect(sock, (struct sockaddr \*)&server\_addr,**

**sizeof(struct sockaddr));**

**printf("\nEnter domain name : ");**

**scanf("%s",send\_data1);**

**send(sock,send\_data1,strlen(send\_data1), 0);**

**//send(sock,send\_data2,strlen(send\_data2), 0);**

**bytes\_recieved=recv(sock,recv\_data,1024,0);**

**recv\_data[bytes\_recieved] = '\0';**

**if( strcmp(recv\_data,"no")==0)**

**{ printf("ipnot found");**

**close(sock);**

**exit;**

**}**

**else**

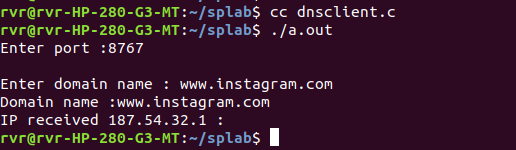
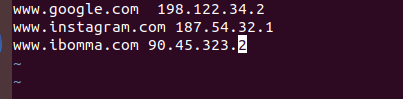
**{**

**printf("Domain name :%s\n",send\_data1);**

**printf("IP received %s :\n",recv\_data);**

**}**

**return 0;**

**}**