**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>

#include<time.h>

int main()

{

int sock, connected, bytes\_recieved , true = 1;

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

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

int sin\_size;

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

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

server\_addr.sin\_port = htons(7474);

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));

time\_t t; // not a primitive datatype

time(&t);

printf("The time at servet is %s",ctime(&t));

send(connected, ctime(&t),strlen(ctime(&t)), 0);

close(connected);

close(sock);

return 0;

}

**client.c**

#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;

char send\_data[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(7474);

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

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

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

sizeof(struct sockaddr));

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

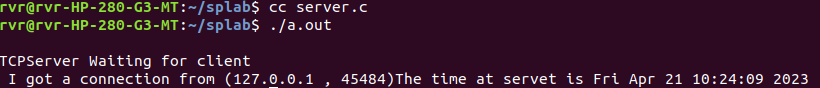
recv\_data[bytes\_recieved] = '\0';

printf("The data recieved is %s",recv\_data);

}

**Output:**

**server**

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**client**

****