**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],send\_data2[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);

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

sizeof(struct sockaddr));

printf("\nEnter user name : ");

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

printf("\nEnter password :");

scanf("%s",send\_data2);

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("LOgin failed");

close(sock);

exit;

}

else

{

printf("Login succesful");

}

return 0;

}

**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);**

**int p=strcmp(password,recv\_data2);**

**if(p==0)**

**{**

**flag=1;**

**strcpy(send\_data,"yes");**

**break;**

**}**

**}**

**}**

**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);**

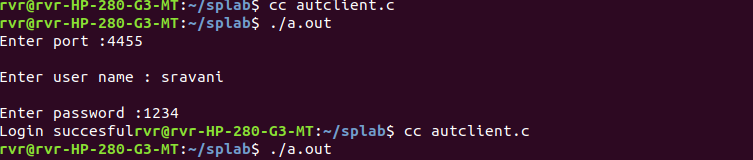
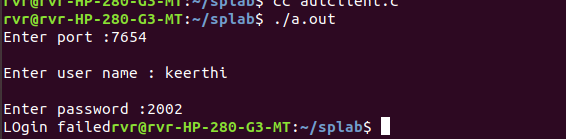
**fclose(ptr);**

**return 0;**

**}**

**Output:**

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