**CLIENT**

#include<stdio.h>

#include<netinet/in.h>

#include<sys/types.h>

#include<sys/socket.h>

#include<netdb.h>

#include<unistd.h>

#include<arpa/inet.h>

#include<string.h>

#include<stdlib.h>

#define MAX 80

#define PORT 43454

#define SA struct sockaddr

void func(int sockfd)

{

char buff[MAX];

int n;

for(;;)

{

bzero(buff,sizeof(buff));

printf("Enter the string : ");

n=0;

while((buff[n++]=getchar())!='\n');

write(sockfd,buff,sizeof(buff));

bzero(buff,sizeof(buff));

read(sockfd,buff,sizeof(buff));

printf("From Server : %s",buff);

if((strncmp(buff,"exit",4))==0)

{

printf("Client Exit...\n");

break;

}

}

}

int main()

{

int sockfd,connfd;

struct sockaddr\_in servaddr,cli;

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

if(sockfd==-1)

{

printf("socket creation failed...\n");

exit(0);

}

else

printf("Socket successfully created..\n");

bzero(&servaddr,sizeof(servaddr));

servaddr.sin\_family=AF\_INET;

servaddr.sin\_addr.s\_addr=inet\_addr("192.168.64.128");

servaddr.sin\_port=htons(PORT);

if(connect(sockfd,(SA \*)&servaddr,sizeof(servaddr))!=0)

{

printf("connection with the server failed...\n");

exit(0);

}

else

printf("connected to the server..\n");

func(sockfd);

close(sockfd);

}