SERVER

#include<stdio.h>

#include<netinet/in.h>

#include<sys/types.h>

#include<sys/socket.h>

#include<netdb.h>

#include<stdlib.h>

#include<string.h>

#include<unistd.h>

#define MAX 80

#define PORT 43454

#define SA struct sockaddr

void func(int sockfd)

{

char buff[MAX];

int n;

for(;;)

{

bzero(buff,MAX);

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

printf("From client: %s\t To client : ",buff);

bzero(buff,MAX);

n=0;

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

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

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

{

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

break;

}

}

}

int main()

{

int sockfd,connfd,len;

struct sockaddr\_in servaddr,cli;

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

if(sockfd==-1)

{printf(“socketcreation failed….\n”);

Exit(0);

}

Else

Printf(“socket successfully created…\n”);

bzero (&servaddr,sizeof(servaddr));

servddr.sin\_family=AF\_INET;

servaddr.sin\_addr.s\_addr=hton1(INADDR\_ANY);

servaddr.sin\_port=htons(PORT);

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

{

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

exit(0);

}

else

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

if((listen(sockfd,5))!=0)

{

printf("Listen failed...\n");

exit(0);

}

else

printf("Server listening..\n");

len=sizeof(cli);

connfd=accept(sockfd,(SA \*)&cli,&len);

if(connfd<0)

{

printf("server acccept failed...\n");

exit(0);

}

else

printf("server acccept the client...\n");

func(connfd);

close(sockfd);

}