**PROGRAM CODE**

**CLIENT:**

#include<stdio.h>

#include<sys/types.h>

#include<sys/socket.h>

#include<netinet/in.h>

#include<stdlib.h>

#include<string.h>

#include<unistd.h>

#include<arpa/inet.h>

#include<sys/types.h>

#include <fcntl.h>

int main(int argc,char \*\*argv)

{

struct sockaddr\_in server;

char buff[1024];

char str[1000];

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

if(sfd<0)

{

perror("Cannot create socket");

exit(1);

}

bzero(&server,sizeof(server));

server.sin\_family=AF\_INET;

server.sin\_port=htons(3000);

server.sin\_addr.s\_addr=inet\_addr(argv[1]);

int cn=connect(sfd,(struct sockaddr\*)&server,sizeof(server));

if(cn<0)

{

perror("Connect error");

exit(1);

}

else

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

printf("\nEnter the path of the file: ");

gets(buff);

write(sfd,buff,sizeof(buff));

printf("\nFile transferred");

read(sfd,buff,sizeof(buff));

printf("\nEnter the path in which the file is to be saved: ");

scanf("%s",str);

int fd=creat(str,O\_RDWR);

write(fd,buff,strlen(buff));

close(sfd);

close(fd);

return 0;

}

**SERVER:**

#include<stdio.h>

#include<sys/types.h>

#include<sys/socket.h>

#include<netinet/in.h>

#include<stdlib.h>

#include<string.h>

#include<unistd.h>

#include<arpa/inet.h>

#include<sys/stat.h>

#include <fcntl.h>

int main()

{

struct sockaddr\_in server,client;

char fname[300];

char buff[1024];

char str[100]="\0",ch[2]="\0";

int newfd1,i,j;

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

if(sfd<0)

{

perror("Cannot create socket");

exit(1);

}

bzero(&server,sizeof(server));

server.sin\_family=AF\_INET;

server.sin\_port=htons(3000);

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

int bs=bind(sfd,(struct sockaddr\*)&server,sizeof(server));

if(bs<0)

{

perror("Bind error");

exit(1);

}

int ls=listen(sfd,2);

if(ls<0)

{

perror("listen error");

exit(1);

}

int clientlen=sizeof(client);

newfd1=accept(sfd,(struct sockaddr\*)&client,&clientlen);

if(newfd1<0)

{

perror("accept error");

exit(0);

}

printf("\nWaiting for client...");

read(newfd1,fname,sizeof(fname));

printf("\nFile to be transferred is : %s\n",fname);

int fd=open(fname,O\_RDONLY);

if(fd==-1) printf("\nNo such file exists\n");

int n=read(fd,ch,1);

while(n!=0)

{

strcat(str,ch);

n=read(fd,ch,1);

}

write(newfd1,str,sizeof(str));

printf("\nFile transferred\n");

close(newfd1);

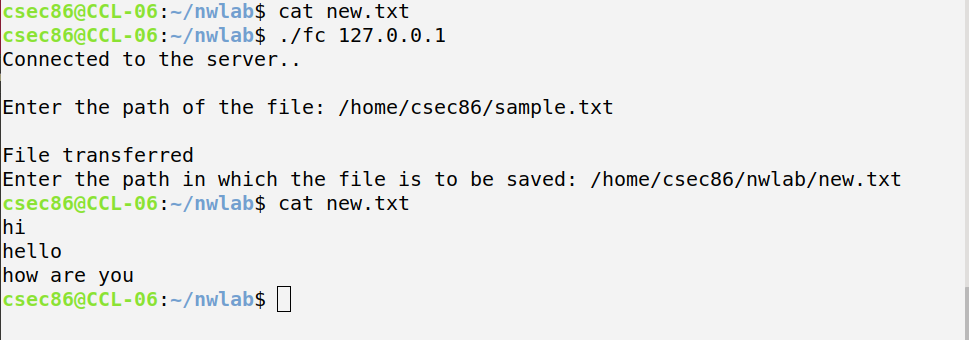
close(sfd);

close(fd);

return 0;

}

**OUTPUT:**

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