#include "stdlib.h"

#include "stdio.h"

#include "string.h"

#include "unistd.h"

#include "sys/socket.h"

#include "sys/types.h"

#include "netinet/in.h"

#include "strings.h"

#include "arpa/inet.h"

#define BUFFER 1024

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

{

struct sockaddr\_in serv;

int sock;

char in[BUFFER];

char out[BUFFER];

int len;

if((sock = socket(AF\_INET, SOCK\_STREAM, 0)) == -1)

{

perror("socket");

exit(-1);

}

serv.sin\_family = AF\_INET;

serv.sin\_port = htons(atoi(argv[2]));

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

bzero(&serv.sin\_zero, 8);

printf("\nThe TCPclient %d\n",ntohs(serv.sin\_port));

fflush(stdout);

if((connect(sock, (struct sockaddr \*)&serv, sizeof(struct sockaddr\_in))) == -1)

{

perror("connect");

exit(-1);

}

while(1)

{

printf("\nMessage send: ");

fgets(in, BUFFER, stdin);

send(sock, in, strlen(in), 0);

len = recv(sock, out, BUFFER, 0);

out[len] = '\0';

printf("Message receive: %s\n", out);

}

close(sock);

}