```c
#include <stdio.h>
#include <string.h>
#include <unistd.h>
#include <arpa/inet.h>

int main() {
    int server_fd, client_fd;
    char buffer[1024];
    struct sockaddr_in server, client;
    socklen_t client_len = sizeof(client);

    server_fd = socket(AF_INET, SOCK_STREAM, 0);

    server.sin_family = AF_INET;
    server.sin_addr.s_addr = INADDR_ANY;
    server.sin_port = htons(8080);

    bind(server_fd, (struct sockaddr*)&server, sizeof(server));
    listen(server_fd, 1);

    printf("Chat Server started...\n");
    printf("Waiting for a client to connect...\n");

    client_fd = accept(server_fd, (struct sockaddr*)&client, &client_len);
    printf("Client connected!\n");

    // Receive only one message
    recv(client_fd, buffer, sizeof(buffer), 0);
    printf("Client: %s\n", buffer);

    // Send one reply
    char reply[] = "Hello Client, welcome to the chat!";
    send(client_fd, reply, strlen(reply), 0);
    printf("Server: %s\n", reply);

    close(client_fd);
    close(server_fd);
    return 0;
}
```

```c
#include <stdio.h>
#include <string.h>
#include <unistd.h>
#include <arpa/inet.h>

int main() {
    int sockfd;
    char buffer[1024];
    struct sockaddr_in server;

    sockfd = socket(AF_INET, SOCK_STREAM, 0);

    server.sin_family = AF_INET;
    server.sin_addr.s_addr = inet_addr("127.0.0.1");
    server.sin_port = htons(8080);

    connect(sockfd, (struct sockaddr*)&server, sizeof(server));
    printf("Connected to Chat Server!\n");

    // Send only one message
    char msg[] = "Hi Server!";
    send(sockfd, msg, strlen(msg), 0);
    printf("You: %s\n", msg);

    // Receive only one reply
    recv(sockfd, buffer, sizeof(buffer), 0);
    printf("Server: %s\n", buffer);

    close(sockfd);
    return 0;
}
```

```
Last login: Sun Dec  7 00:18:27 on ttys009
[moshika@Moshikas-MacBook-Air ~ % cd desktop
[moshika@Moshikas-MacBook-Air desktop % gcc chat_server.c -o server
[moshika@Moshikas-MacBook-Air desktop % gcc chat_client.c -o client
moshika@Moshikas-MacBook-Air desktop % ./server


Chat Server started...
Waiting for a client to connect...
Client connected!
Client: Hi Server!
Server: Hello Client, welcome to the chat!
moshika@Moshikas-MacBook-Air desktop %
```

```
Last login: Sun Dec  7 00:23:02 on ttys000
[moshika@Moshikas-MacBook-Air ~ % cd desktop
[moshika@Moshikas-MacBook-Air desktop % ./client
Connected to Chat Server!
You: Hi Server!
Server: Hello Client, welcome to the chat!q
moshika@Moshikas-MacBook-Air desktop %
```