**Server Side source code programming**   
#include<string.h>   
#include<sys/ioctl.h>   
#include<arpa/inet.h>   
#include<stdlib.h>   
#include<stdio.h>   
#include<net/if\_arp.h>   
int main()   
{   
int sd,b,cd;   
struct fname[50],op[1000];   
struct sockaddr\_in caddr,saddr;   
FILE \*fp;   
socklen\_t clen=sizeof(caddr);   
sd=socket(AF\_INET,SOCK\_STREAM,0);   
if(sd!=-1)   
printf(“socket is created”);   
else   
printf(“socket is not created”);   
saddr.sin\_family=AF\_INET;   
saddr.sin\_port=htons(2500);   
saddr.sin\_addr.s\_addr=htonl(INADDR\_ANY);   
b=bind(sd,(struct sockaddr\*)&saddr,sizeof(saddr));   
if(b==0)   
pr2intf(“binded successfully”);   
else   
printf(“binding failed’);   
listen(sd,5);   
cd=accept(sd,(struct sockaddr\*)&caddr,&clen);   
recv(cd,fname,sizeof(fnmae),0);   
fp=open(fname,”w”);   
fwrite(op,strlen(op),1,fp);   
printf(“the file has been transferred”);   
close(fd);   
close(cd);   
fclose(fp);   
return 0;   
}   
**Client Side Program:**#include<string.h>   
#include<sys/ioctl.h>   
#include<arpa/inet.h>   
#include<stdlib.h>   
#include<stdio.h>   
#include<net/if\_arp.h>   
#include<sys/types.h>   
#include<sys/socket.h>   
#include<netinet/in.h>   
#include<netdb.h >   
int main()   
{   
int sd,c,s;   
char fname[50],sip[25],op[1000];   
struct sockaddr\_in caddr;   
struct hostent \*he;   
FILE \*fp;   
printf(‘enter the server ip address”);   
scanf(“%s”,sip);   
he=gethostbyname(sip);   
sd=socket(AF\_INET,SOCK\_STREAM,0);   
if(sd!=1)   
printf(“socket created”);   
else   
printf(“socket is not created’);   
caddr.sin\_family=AF\_INET;   
caddr.sin\_port=htons(2500);   
caddr.sin\_addr=\*((struct in\_addr\*)he->h\_addr);   
c=connect(sd,(struct sockaddr\*)&caddr,sizeof(caddr));   
if(c==0)   
printf(“connected to server”);   
else   
printf(“connection failed”);   
printf(“enter the file name’);   
scanf(“%s”,fname);   
send(sd,fname,sizeof(fname),0);   
fp=fopen(fname,”r”);   
fopen(op,1000,1,fp);   
send(sd,op,sizeof(op),0);   
fclose(fp);   
close(sd);   
return 0;   
}   
**INPUT OUTPUT CLIENT Network Lab**Enter the server ip address 127.0.0.1   
Socket created   
Connected to the server   
Enter the file name cli.txt   
cli.txt   
Network programming lab   
B.tech I.T   
Third year   
05 sem   
**SERVER Network Lab**   
Socket is created   
Binded successfully   
Enter the file name ser.txt   
The file has been transferred   
Ser.txt   
Network programming lab   
B.tech I.T   
Third year   
05 sem