#include <ws2tcpip.h>

#include <iostream>

#include <conio.h>

#define BUFLEN 4096

#define PORT "27015"

using namespace std;

int main ()

{

WSADATA wsaD;

SOCKET CS = INVALID\_SOCKET;

struct addrinfo \*result = NULL, \*ptr = NULL, hints;

string buf = "HELLO! YouTube!";

char recvbuf[BUFLEN];

int iR;

iR = WSAStartup(MAKEWORD(2, 2), &wsaD);

if (iR != 0)

{

cout<<"ERROR"<<iR<<endl;

return 1;

}

ZeroMemory(&hints, sizeof(hints));

hints.ai\_family = AF\_UNSPEC;

hints.ai\_socktype = SOCK\_STREAM;

hints.ai\_protocol = IPPROTO\_TCP;

iR = getaddrinfo("127.0.0.1", PORT, &hints, &result);

if (iR != 0)

{

cout<<"ERROR"<<iR<<endl;

WSACleanup();

return 1;

}

for (ptr = result; ptr != NULL; ptr = ptr->ai\_next)

{

CS = socket(ptr->ai\_family, ptr->ai\_socktype, ptr->ai\_protocol);

if (CS == INVALID\_SOCKET)

{

cout<<"ERROR "<<WSAGetLastError()<<endl;

WSACleanup();

return 1;

}

iR = connect(CS, ptr->ai\_addr, (int)ptr->ai\_addrlen);

if (iR == SOCKET\_ERROR)

{

closesocket(CS);

CS = INVALID\_SOCKET;

continue;

}

break;

}

freeaddrinfo(result);

if (CS == INVALID\_SOCKET)

{

cout<<"Unable to connect!!!"<<endl;

WSACleanup();

return 1;

}

cout<<buf<<endl;

iR = send(CS, buf.c\_str(), (int)strlen(buf.c\_str()), 0);

if (iR == SOCKET\_ERROR)

{

cout<<"ERROR "<<WSAGetLastError()<<endl;

closesocket(CS);

WSACleanup();

return 1;

}

ZeroMemory(&recvbuf, sizeof(recvbuf));

iR = recv(CS, recvbuf, BUFLEN, 0);

if (iR > 0)

{

cout<<"Received Bytes : "<<iR<<endl;

cout<<recvbuf<<endl;

}

else if (iR == 0)

{

cout<<"CC"<<endl;

}

else

{

cout<<"Failed with - "<<WSAGetLastError()<<endl;

}

closesocket(CS);

WSACleanup();

getch();

return 0;

}