/\*SERVER - Create a file called hello.txt in the current directory and pass that as the file name

for server \*/

#include<stdio.h>

#include<arpa/inet.h>

#include<sys/types.h>

#include<sys/socket.h>

#include<netinet/in.h>

#include<netdb.h>

#include<stdlib.h>

#include<string.h>

#include<unistd.h>

#define SERV\_TCP\_PORT 5035

#define MAX 60

int i, j, tem;

char buff[4096], t;

FILE \*f1;

int main(int afg, char \*argv)

{

int sockfd, newsockfd, clength;

struct sockaddr\_in serv\_addr,cli\_addr;

char t[MAX], str[MAX];

strcpy(t,"exit");

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

serv\_addr.sin\_family=AF\_INET;

serv\_addr.sin\_addr.s\_addr=INADDR\_ANY;

serv\_addr.sin\_port=htons(SERV\_TCP\_PORT);

printf("\nBinded");

bind(sockfd,(struct sockaddr\*)&serv\_addr, sizeof(serv\_addr));

printf("\nListening...");

listen(sockfd, 5);

clength=sizeof(cli\_addr);

newsockfd=accept(sockfd,(struct sockaddr\*) &cli\_addr,&clength);

close(sockfd);

read(newsockfd, &str, MAX);

printf("\nClient message\n File Name : %s\n", str);

f1=fopen(str, "r");

while(fgets(buff, 4096, f1)!=NULL) {

write(newsockfd, buff,MAX);

printf("\n"); }

fclose(f1);

printf("\nFile Transferred\n");

return 0;

}

//CLIENT

#include<stdio.h>

#include<sys/types.h>

#include<sys/socket.h>

#include<netinet/in.h>

#include<netdb.h>

#include<stdlib.h>

#include<string.h>

#include<unistd.h>

#define SERV\_TCP\_PORT 5035

#define MAX 60

int main(int arg,char\*argv[])

{

int sockfd,n;

struct sockaddr\_in serv\_addr;

struct hostent\*server;

char send[MAX],recvline[MAX],s[MAX],name[MAX];

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

serv\_addr.sin\_family=AF\_INET;

serv\_addr.sin\_addr.s\_addr=inet\_addr("127.0.0.1");

serv\_addr.sin\_port=htons(SERV\_TCP\_PORT);

connect(sockfd,(struct sockaddr\*)&serv\_addr,sizeof(serv\_addr));

printf("\nEnter the source file name : \n");

scanf("%s",send);

write(sockfd,send,MAX);

while((n=read(sockfd,recvline,MAX))!=0) {

printf("%s",recvline);

}

close(sockfd);

return 0;

}