# Program: //Socket – ur12cs135

Server.c

//Server

#include <sys/socket.h> //For socket connection

#include <sys/un.h> //For saun Storage size

#include <stdio.h>

#define ADDRESS "msocket"

main()

{

int t, fromlen, a = 0, rc;

char c, msg[20], buf[100];

FILE \*fp;

register int i, s, ns, len;

struct sockaddr\_un saun, fsaun;

s = socket(AF\_UNIX, SOCK\_STREAM, 0);

saun.sun\_family = AF\_UNIX;

strcpy(saun.sun\_path, ADDRESS);

unlink(ADDRESS);

len = sizeof(saun.sun\_family) + strlen(saun.sun\_path);

bind(s, &saun, len);

listen(s, 5);

ns = accept(s, &fsaun, &fromlen);

printf("\n----------Server----------\n");

while(1)

{

bzero(buf, 100);

printf("\nEnter Message: ");

fgets(buf, 99, stdin);

rc=write(ns, buf, strlen(buf));

bzero(buf, 100);

read(ns, buf, 100);

printf("Client Reply: %s",buf);

}

close(ns);

}

Client.c

//Client

#include <sys/socket.h> //For socket connection

#include <sys/un.h> //For saun

#include <stdio.h>

#define ADDRESS "msocket"

main()

{

char c, msg[20], buf[100];

FILE \*fp;

int a = 0, t, rc;

register int i, s, ns, len;

struct sockaddr\_un saun;

s = socket(AF\_UNIX, SOCK\_STREAM, 0);

saun.sun\_family = AF\_UNIX;

strcpy(saun.sun\_path, ADDRESS);

len = sizeof(saun.sun\_family) + strlen(saun.sun\_path);

connect(s, &saun, len);

printf("\n----------Client----------\n");

while(1)

{

bzero(buf, 100);

read(s, buf, 100);

printf("\nServer Reply: %s",buf);

bzero(buf, 100);

printf("Enter Message: ");

fgets(buf, 99, stdin);

rc=write(s, buf, strlen(buf));

}

close(s);

}

# Output:

