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if (connection < 0){

```
EX 5:
SERVER:
#include<netinet/in.h>
#include<unistd.h>
#include<string.h>
#include<stdio.h>
#include<arpa/inet.h>
#include<stdlib.h>
#include<time.h>
const int port = 8086;
int main(){
int server_f = socket(AF_INET, SOCK_STREAM, 0);
int opt = 1;
setsockopt(server_f, SOL_SOCKET, SO_REUSEADDR | SO_REUSEPORT, &opt, sizeof(opt));
struct sockaddr_in addr;
addr.sin_family = AF_INET;
addr.sin_addr.s_addr = INADDR_ANY;
addr.sin_port = htons(port);
bind(server_f, (struct sockaddr*)&addr, sizeof(addr));
listen(server_f,1);
printf("SERVER IS OPERATIONAL...\n");
size_t addrl = sizeof(addr);
```

int connection = accept(server\_f, (struct sockaddr\*)&addr, (socklen\_t\*)&addrl);

```
printf("Client unreachable!");
return 0;
}
else{
printf("Connection with Client Established!");
}
char displaymsg[1024];
time_t t = time(NULL);
sprintf(displaymsg, "%s", ctime(&t));
send(connection, displaymsg, 1024, 0);
return 0;
}
CLIENT:
#include<sys/socket.h>
#include<netinet/in.h>
#include<unistd.h>
#include<string.h>
#include<stdio.h>
#include<arpa/inet.h>
#include<stdlib.h>
const int port = 8086;
int main() {
int sock = socket(AF_INET, SOCK_STREAM, 0);
struct sockaddr_in addr;
addr.sin_family = AF_INET;
addr.sin_port = htons(port);
inet_pton(AF_INET, "127.0.0.1", &addr.sin_addr);
if (connect(sock, (struct sockaddr*)& addr,sizeof(addr)) < 0){
```

```
printf("CONNECTION FAILED! TRY AGAIN!");
return 0;
}
char daytime[1024];
read(sock, daytime, 1024);
printf("Server DAY/TIME: %s", daytime);
return 0;
}
```

## **OUTPUT:**

