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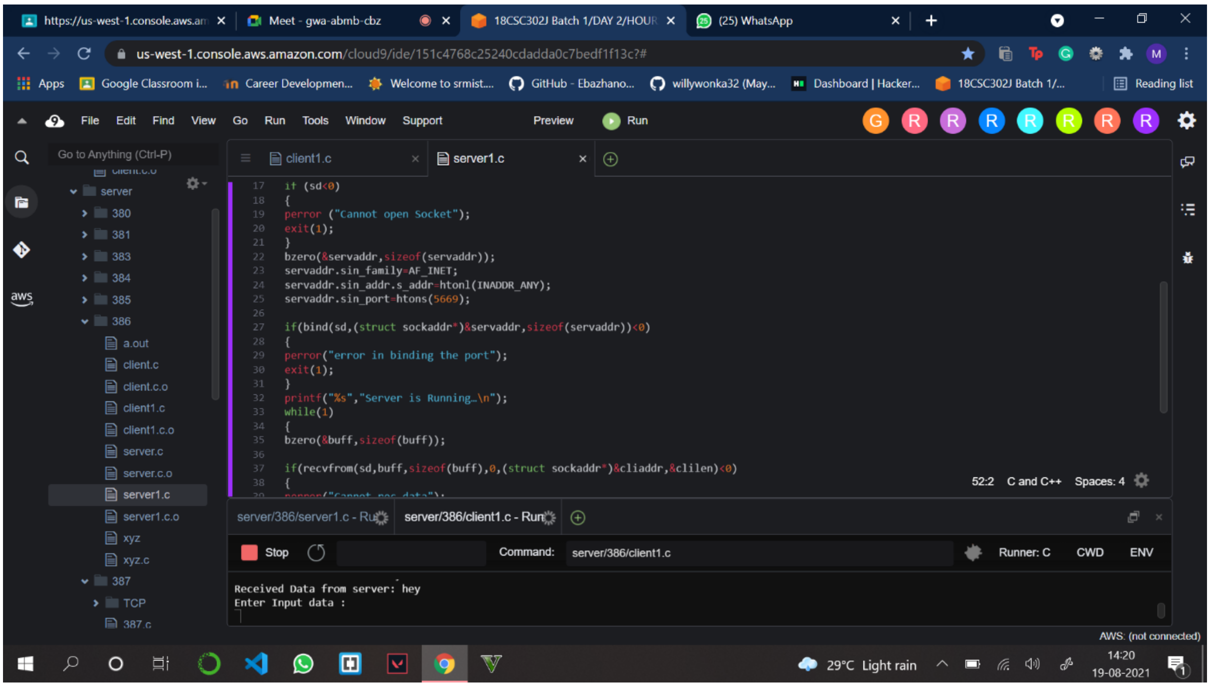
SERVER:

```
#include<sys/socket.h>
#include<stdio.h>
#include<unistd.h>
#include<string.h>
#include<netinet/in.h>
#include<netdb.h>
#include<arpa/inet.h>
#include<sys/types.h>
int main(int argc,char *argv[])
{
int sd;
char buff[1024];
struct sockaddr_in cliaddr,servaddr;
socklen_t clilen;
clilen=sizeof(cliaddr);
sd=socket(AF_INET,SOCK_DGRAM,0);
if (sd<0)
{
perror ("Cannot open Socket");
exit(1);
}
bzero(&servaddr,sizeof(servaddr));
servaddr.sin_family=AF_INET;
servaddr.sin_addr.s_addr=htonl(INADDR_ANY);
servaddr.sin_port=htons(5669);
if(bind(sd,(struct sockaddr*)&servaddr,sizeof(servaddr))<0)

{

perror("error in binding the port");

exit(1);

}

printf("%s","Server is Running…\n");

while(1)

{

bzero(&buff,sizeof(buff));


if(recvfrom(sd,buff,sizeof(buff),0,(struct sockaddr*)&cliaddr,&clilen)<0)

{

perror("Cannot rec data");

exit(1);

}

printf("Message is received \n",buff);

if(sendto(sd,buff,sizeof(buff),0,(struct sockadddr*)&cliaddr,clilen)<0)

 {

perror("Cannot send data to client");

exit(1);

 }

 printf("Send data to UDP Client: %s",buff);

}

cloSe(sd);

return 0;

}
```



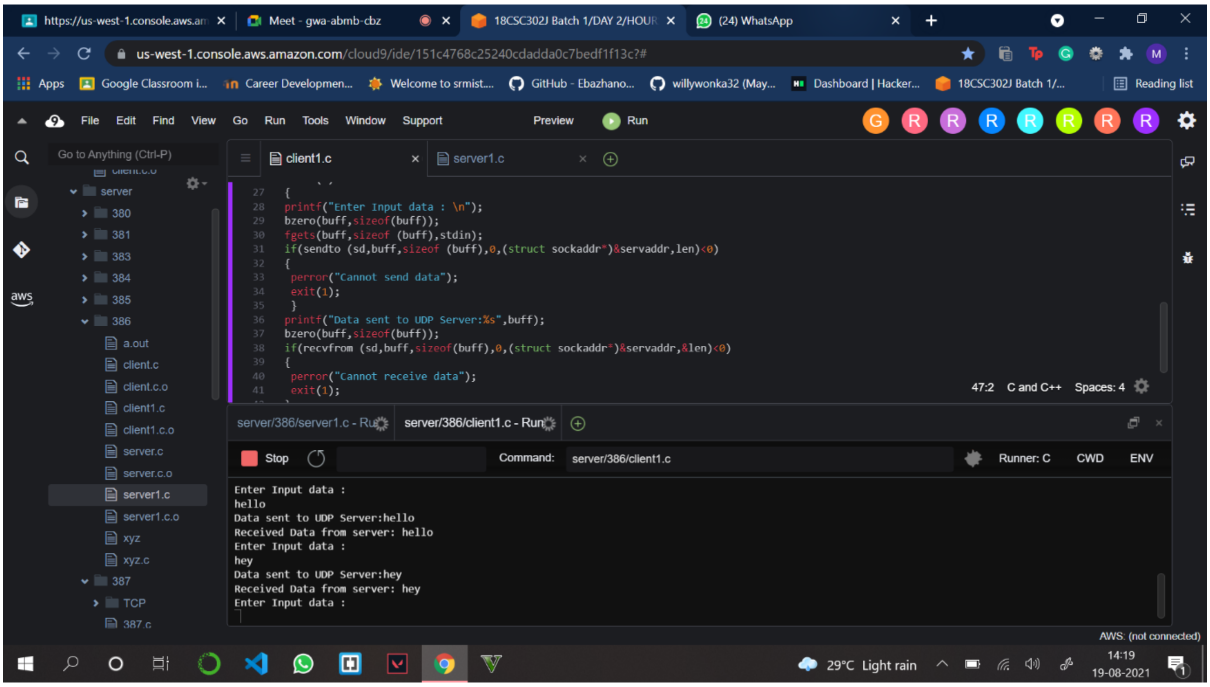
```
if (sd<0)
{
perror ("Cannot open Socket");
exit(1);
}
bzero(&servaddr,sizeof(servaddr));
servaddr.sin_family=AF_INET;
servaddr.sin_addr.s_addr=htonl(INADDR_ANY);
servaddr.sin_port=htons(5669);

if(bind(sd,(struct sockaddr*)&servaddr,sizeof(servaddr))<0)
{
perror("error in binding the port");
exit(1);
}
printf("%s","Server is Running…\n");
while(1)
{
bzero(&buff,sizeof(buff));

if(recvfrom(sd,buff,sizeof(buff),0,(struct sockaddr*)&cliaddr,&clilen)<0)
{
perror("Cannot rec data");
```

Command: server/386/client1.c

```
Received Data from server: hey
Enter Input data :
```

CLIENT:

```
#include<sys/types.h>

#include<sys/socket.h>

#include<stdio.h>

#include<unistd.h>

#include<string.h>

#include<netinet/in.h>

#include<netdb.h>

int main(int argc,char*argv[])

{

int sd;

char buff[1024];

struct sockaddr_in servaddr;

socklen_t len;

len=sizeof(servaddr);


sd = socket(AF_INET,SOCK_DGRAM,0);

if(sd<0)
{
perror("Cannot open socket");
exit(1);
}
bzero(&servaddr,len);
servaddr.sin_family=AF_INET;
servaddr.sin_addr.s_addr=htonl(INADDR_ANY);
servaddr.sin_port=htons(5669);
while(1)
{
printf("Enter Input data : \n");
bzero(buff,sizeof(buff));
fgets(buff,sizeof (buff),stdin);
if(sendto (sd,buff,sizeof (buff),0,(struct sockaddr*)&servaddr,len)<0)
{
 perror("Cannot send data");
 exit(1);
 }
printf("Data sent to UDP Server:%s",buff);
bzero(buff,sizeof(buff));
if(recvfrom (sd,buff,sizeof(buff),0,(struct sockaddr*)&servaddr,&len)<0)
{
 perror("Cannot receive data");
 exit(1);
}
printf("Received Data from server: %s",buff);
 }
close(sd);
return 0;
}
```



client1.c

```
{
printf("Enter Input data : \n");
bzero(buff,sizeof(buff));
fgets(buff,sizeof (buff),stdin);
if(sendto (sd,buff,sizeof (buff),0,(struct sockaddr*)&servaddr,len)<0)
{
 perror("Cannot send data");
 exit(1);
 }
printf("Data sent to UDP Server:%s",buff);
bzero(buff,sizeof(buff));
if(recvfrom (sd,buff,sizeof(buff),0,(struct sockaddr*)&servaddr,&len)<0)
{
 perror("Cannot receive data");
 exit(1);
```

Command: server/386/client1.c

```
Enter Input data :
hello
Data sent to UDP Server:hello
Received Data from server: hello
Enter Input data :
hey
Data sent to UDP Server:hey
Received Data from server: hey
Enter Input data :
```