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SERVER:

```
#include <arpa/inet.h>
#include <netinet/in.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sys/socket.h>
#include <sys/types.h>
#include <unistd.h>
#define IP PROTOCOL 0
#define PORT_NO 15055
#define NET_BUF_SIZE 32
#define cipherKey 'S'
#define sendrecvflag 0
#define nofile "File Not Found!"
void clearBuf(char* b)
  int i;
  for (i = 0; i < NET_BUF_SIZE; i++)
     b[i] = '\0';
}
char Cipher(char ch)
  return ch ^ cipherKey;
}
int sendFile(FILE* fp, char* buf, int s)
{
  int i, len;
  if (fp == NULL) {
     strcpy(buf, nofile);
     len = strlen(nofile);
     buf[len] = EOF;
```

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for (i = 0; i \le len; i++)
       buf[i] = Cipher(buf[i]);
     return 1;
  }
  char ch, ch2;
  for (i = 0; i < s; i++) {
     ch = fgetc(fp);
     ch2 = Cipher(ch);
     buf[i] = ch2;
     if (ch == EOF)
       return 1;
  }
  return 0;
}
int main()
  int sockfd, nBytes;
  struct sockaddr_in addr_con;
  int addrlen = sizeof(addr_con);
  addr_con.sin_family = AF_INET;
  addr con.sin port = htons(PORT NO);
  addr_con.sin_addr.s_addr = INADDR_ANY;
  char net buf[NET BUF SIZE];
  FILE* fp;
  sockfd = socket(AF_INET, SOCK_DGRAM, IP_PROTOCOL);
  if (\operatorname{sockfd} < 0)
     printf("\nfile descriptor not received!!\n");
  else
     printf("\nfile descriptor %d received\n", sockfd);
  if (bind(sockfd, (struct sockaddr*)&addr con, sizeof(addr con)) == 0)
     printf("\nSuccessfully binded!\n");
  else
     printf("\nBinding Failed!\n");
  while (1) {
     printf("\nWaiting for file name...\n");
```

```
clearBuf(net_buf);
     nBytes = recvfrom(sockfd, net_buf,
                NET_BUF_SIZE, sendrecvflag,
                (struct sockaddr*)&addr_con, &addrlen);
     fp = fopen(net_buf, "r");
     printf("\nFile Name Received: %s\n", net buf);
     if (fp == NULL)
       printf("\nFile open failed!\n");
     else
       printf("\nFile Successfully opened!\n");
     while (1) {
       if (sendFile(fp, net_buf, NET_BUF_SIZE)) {
          sendto(sockfd, net_buf, NET_BUF_SIZE,
              sendrecvflag,
            (struct sockaddr*)&addr_con, addrlen);
          break;
       }
       sendto(sockfd, net_buf, NET_BUF_SIZE,
            sendrecvflag,
          (struct sockaddr*)&addr_con, addrlen);
       clearBuf(net_buf);
     if (fp != NULL)
       fclose(fp);
  }
  return 0;
CLINET:
#include <arpa/inet.h>
#include <netinet/in.h>
#include <stdio.h>
#include <stdlib.h>
```

}

```
#include <string.h>
#include <sys/socket.h>
#include <sys/types.h>
#include <unistd.h>
#define IP_PROTOCOL 0
#define IP_ADDRESS "127.0.0.1"
#define PORT_NO 15055
#define NET_BUF_SIZE 32
#define cipherKey 'S'
#define sendrecvflag 0
void clearBuf(char* b)
{
  int i;
  for (i = 0; i < NET_BUF_SIZE; i++)
    b[i] = '\0';
}
char Cipher(char ch)
{
  return ch ^ cipherKey;
}
int recvFile(char* buf, int s)
{
  int i;
  char ch;
  for (i = 0; i < s; i++) {
     ch = buf[i];
     ch = Cipher(ch);
     if (ch == EOF)
       return 1;
     else
       printf("%c", ch);
  }
  return 0;
}
int main()
```

```
{
  int sockfd, nBytes;
  struct sockaddr in addr con;
  int addrlen = sizeof(addr_con);
  addr_con.sin_family = AF_INET;
  addr_con.sin_port = htons(PORT_NO);
  addr_con.sin_addr.s_addr = inet_addr(IP_ADDRESS);
  char net_buf[NET_BUF_SIZE];
  FILE* fp;
  sockfd = socket(AF_INET, SOCK_DGRAM,
            IP PROTOCOL);
  if (\operatorname{sockfd} < 0)
    printf("\nfile descriptor not received!!\n");
  else
     printf("\nfile descriptor %d received\n", sockfd);
  while (1) {
     printf("\nPlease enter file name to receive:\n");
    scanf("%s", net_buf);
     sendto(sockfd, net_buf, NET_BUF_SIZE,
         sendrecvflag, (struct sockaddr*)&addr_con,
         addrlen);
     printf("\n-----\n");
    while (1) {
       clearBuf(net_buf);
       nBytes = recvfrom(sockfd, net buf, NET BUF SIZE,
                  sendrecvflag, (struct sockaddr*)&addr_con,
                  &addrlen);
       if (recvFile(net_buf, NET_BUF_SIZE)) {
         break;
       }
    printf("\n----\n");
  }
  return 0;
}
```

OUTPUT:



