

```
#define SV_SOCKET_PATH "/tmp/us_xfr"
#define BUF_SIZE 100

int main(void)
{
    struct sockaddr_un addr;
    int sfd;
    ssize_t numRead;
    char buf[BUF_SIZE];

    if( (sfd = socket(AF_UNIX, SOCK_STREAM, 0)) == -1 ){
        perror("socket");
        exit(EXIT_FAILURE);
    }

    memset(&addr, 0, sizeof(struct sockaddr_un));
    addr.sun_family = AF_UNIX;
    strncpy(addr.sun_path, SV_SOCKET_PATH, sizeof(addr.sun_path) - 1);

    if (connect(sfd, (struct sockaddr *) &addr, sizeof(struct sockaddr_un)) == -1){
        perror("connect");
        exit(EXIT_FAILURE);
    }

    while ((numRead = read(STDIN_FILENO, buf, BUF_SIZE)) > 0)
        if (write(sfd, buf, numRead) != numRead){
            perror("partial/failed write");
            exit(EXIT_FAILURE);
        }

    if (numRead == -1){
        perror("read");
        exit(EXIT_FAILURE);
    }

    exit(EXIT_SUCCESS); /* Closes our socket; server sees EOF */
}
```