```c
/* A simple server in the internet domain using TCP
   The port number is passed as an argument */
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>

void error(char *msg)
{
    perror(msg);
    exit(1);
}

void main (int argc, char *argv[])
{
     int sockfd, newsockfd, portno, clilen;
     char buffer[256];
     struct sockaddr_in serv_addr, cli_addr;
     int ret;

     if (argc < 2)
     { fprintf (stderr, "ERROR, no port provided\n");
       exit(1);
     }

     sockfd = socket(AF_INET, SOCK_STREAM, 0);
     if (sockfd < 0)
       error("ERROR opening socket");
     bzero ((char *) &serv_addr, sizeof(serv_addr));
     portno = atoi(argv[1]);
     serv_addr.sin_family = AF_INET;
     serv_addr.sin_addr.s_addr = INADDR_ANY;
     serv_addr.sin_port = htons(portno);
     if (bind(sockfd, (struct sockaddr *) &serv_addr, sizeof(serv_addr)) < 0)
       error("ERROR binding");

     listen(sockfd,5);
     clilen = sizeof(cli_addr);
     newsockfd = accept(sockfd, (struct sockaddr *) &cli_addr, &clilen);
     if (newsockfd < 0)
       error ("ERROR accepting");
     else printf ("Accept client socket %d, %d\n",
                   newsockfd, (int)cli_addr.sin_port);

     bzero(buffer,256);
     ret = read (newsockfd, buffer, 255);
     if (ret < 0) error ("ERROR reading from socket");
     printf ("Here is the message: %s\n", buffer);
     ret = write (newsockfd, "I got your message", 18);
     if (ret < 0) error ("ERROR writing to socket");

     close (newsockfd);
}
```