SERVER PROGRAM

```
int main(int argc, char *argv[])
{
    int lfd, cfd, len;
    struct sockaddr_in saddr, caddr;
    char buff[MAXLINE];

    lfd = socket(AF_INET, SOCK_STREAM, 0);

    saddr.sin_family = AF_INET;
    saddr.sin_addr.s_addr = htonl(INADDR_ANY);
    saddr.sin_port = htons(SERV_PORT);

    bind(lfd, &saddr, sizeof(saddr));

    listen(lfd, 5);
```

SERVER ...

```
    for ( ; ; ) {
        len = sizeof(caddr);
        cfd = accept(lfd, &caddr, &len);
        printf("Req from IP Addr: %s, Port No: %d\n",
                inet_ntop(AF_INET, &caddr.sin_addr,
                                buff, sizeof(buff)),
                ntohs(caddr.sin_port));
        /* Process Client */
        sprintf(buff, "Hello from the Server");
        write(cfd, buff, strlen(buff));
        close(cfd);
    }
}
```

CLIENT PROGRAM

```
int main (int argc, char *argv[])
{
    int sfd;
    struct sockaddr_in saddr;

    sfd = socket (AF_INET, SOCK_STREAM, 0);

    saddr.sin_family = AF_INET;
    saddr.sin_port = SERV_PORT;
    inet_pton(AF_INET, argv[1], &saddr.sin_addr);

    connect(sfd, &saddr, sizeof(saddr));

    /* Talk to server */

    close(sfd);
}
```