

# Client code

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```
int sockfd;
struct sockaddr_in local_addr;

local_addr.sin_family = AF_INET;
local_addr.sin_port = 0; // random assign a port
local_addr.sin_addr.s_addr = INADDR_ANY; // use my IP address
memset(&(local_addr.sin_zero), '\0', 8); // zero the rest of the struct
```

```
sockfd = socket(AF_INET, SOCK_STREAM, 0); // create an empty socket
bind(sockfd, (struct sockaddr *)&local_addr, sizeof(struct sockaddr));
```

```
hostent *hp;
hp = gethostbyname("mail.cs.ucf.edu");
```

```
struct sockaddr_in remote_addr;
remote_addr.sin_family = AF_INET;
remote_addr.sin_port = htons(80); // short, network byte order (big-endian)
remote_addr.sin_addr = *((struct in_addr *)hp->h_addr);
memset(&(remote_addr.sin_zero), '\0', 8); // zero the rest
```

```
connect(sockfd, (struct sockaddr *)&remote_addr, sizeof(struct sockaddr));
```

```
char sendStr[100], recvStr[100];
....
numByteSend = send(sockfd, sendStr, strlen(sendStr), 0);
...
recvNumByte = recv(sockfd, recvStr, MaxDataSize, 0);
close(sockfd);
```

