

```

#include<ctype.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<stdio.h>
#define SIZE sizeof(struct sockaddr_in)
main( )
{
    int sockfd,nread;
    short int port=80;
    char buf[24000],enter,resp;
    char IP[20];
    struct sockaddr_in server={AF_INET};
    printf("\n\nEnter IP address of the Server \n" );
    scanf("%s%c",IP,&enter);
    server.sin_family=AF_INET;
    server.sin_addr.s_addr = inet_addr(IP);
    server.sin_port=htons(port);
    memset(&(server.sin_zero),0,8);
    if((sockfd = socket(AF_INET,SOCK_STREAM,0)) == -1)
    {
        printf("Error creating SOCKET\n");
        return(0);
    }
    if( (connect(sockfd,(struct sockaddr *) &server, SIZE)) == -1)
    {
        printf("Connect failed\n");
        return(0);
    }
    strcpy(buf,"GET / HTTP/1.1\n\n");
    nread=strlen(buf);
    send(sockfd,buf,nread+1,0);
    nread = recv(sockfd,buf,24000,0);
    buf[nread]=0;
    printf("The response received is :%s",buf);
}

```