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CLIENT
#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;
    char buf[128],enter,resp;
    fd_set fds;
    char IP[20];
    struct sockaddr_in server = { AF_INET,2000};
    printf("\n\n\n\nEnter IP address of the Server \n");
    scanf("%s%c",IP,&enter);
    server.sin_addr.s_addr = inet_addr(IP);
    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);
    }
    printf("Enter a message (E to exit)\n");
    do
    {
        FD_ZERO(&fds);
        FD_SET(sockfd,&fds);
        FD_SET(0,&fds);
        /* Wait for some input. */
        select(sockfd+1,&fds,(fd_set *)0,(fd_set *)0,(struct timeval *)0);

        /* If either device has some input,read it and copy it to the other. */
        if( FD_ISSET(sockfd, &fds))
        {
            nread = recv(sockfd, buf, sizeof(buf), 0);
            /* If error or eof, terminate. */
            if(nread < 1)
            {
                close(sockfd);
                exit(0);
            }
        }
    }
}

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    }
    buf[nread]=0;
    printf("%s", buf);
}
if( FD_ISSET(0, &fds))
{
    nread = read(0, buf, sizeof(buf));
    /* If error or eof, terminate. */
    if(nread < 1)
    {
        close(sockfd);
        exit(0);
    }
    else if((buf[0] =='e' || buf[0]=='E') && nread==2)
    {
        close(sockfd);
        exit(0);
    }
    else
        send(sockfd,buf,nread,0);
}
} while(1);
}

```