

**Beispiel: Daytime-Server in C (RaspberryPi)**

```

#include "unp.h"
#include <time.h>
int main(int argc, char **argv){
    int listenfd, connfd;
    struct sockaddr_in servaddr;
    char buff[MAXLINE];
    time_t ticks;
    listenfd = Socket(AF_INET, SOCK_STREAM, 0);
    memset(&servaddr, '\0', sizeof(servaddr));
    servaddr.sin_family = AF_INET;
    servaddr.sin_addr.s_addr = htonl(INADDR_ANY);
    servaddr.sin_port = htons(13);
    Bind(listenfd, (SA *) &servaddr, sizeof(servaddr)); Listen(listenfd, LISTENQ);
    for ( ; ; ) {
        connfd = Accept(listenfd, (struct sockaddr *) NULL, NULL);
        ticks = time(NULL);
        sprintf(buff, sizeof(buff), "%.24s\r\n", ctime(&ticks));
        Write(connfd, buff, strlen(buff));
        Close(connfd);
    }
}

```

**Beispiel: Daytime-Client in C**

```

int main(int argc, char **argv){
    int sockfd, n, counter = 0;
    char recvline[MAXLINE + 1];
    struct sockaddr_in servaddr;

    if (argc != 2)
        printf("usage: a.out <IPaddress>\n");
    if ( (sockfd = socket(AF_INET, SOCK_STREAM, 0)) < 0)
        printf("socket error\n");
    memset(&servaddr, '\0', sizeof(servaddr));
    servaddr.sin_family = AF_INET;
    servaddr.sin_port = htons(13);
    if (inet_pton(AF_INET, argv[1], &servaddr.sin_addr) <= 0) {
        printf("inet_pton error for %s\n", argv[1]);
        exit(0);
    }
    if (connect(sockfd, (struct sockaddr *) &servaddr, sizeof(servaddr)) < 0)
        printf("connect error\n");
    while ( (n = read(sockfd, recvline, MAXLINE)) > 0) {
        counter++;
        recvline[n] = 0; /* null terminate */
        if (fputs(recvline, stdout) == EOF) perror("fputs error:");
    }
    if (n < 0)
        perror("read error");
    printf("counter = %d\n", counter);
    exit(0);
} //end main

```