

```

#include <stdio.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>

main(argc, argv)
int argc;
char *argv[];
{
    int ds;
    struct sockaddr_in ser_addr;
    char buf[256], mensaje[256];

    if((ds = socket( AF_INET, SOCK_STREAM, 0))== -1)
    {
        printf("\nError en la creacion del socket");
        exit(-1);
    }

    ser_addr.sin_family=AF_INET;
    ser_addr.sin_addr.s_addr=inet_addr("148.206.80.5");
    ser_addr.sin_port=htons(8080);

    if( connect(ds, (struct sockaddr *)&ser_addr, sizeof(ser_addr) ) < 0 )
    {
        close(ds);
        printf("\nError en connect" );
        exit(-1);
    }

    printf("\nSoy el cliente");
    read(ds, buf, sizeof(buf));
    printf("\nServidor manda decir: %s", buf);
    write(ds, "RECIBIDO, ADIOS", sizeof("RECIBIDO, ADIOS"));
    read(ds, buf, sizeof(buf));
    printf("\nCliente desconectando...\n");
    close(ds);
    exit(0);
}

```