/* client process */
#include <ctype.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
#define SIZE sizeof(struct sockaddr_in)
main()
{
  int sockfd;
  struct sockaddr_in server = (AF_INET, 7000);
  /* convert and store the server's IP address */
  server.sin_addr.s_addr = inet_addr("206.45.10.2");
/* set up the transport endpoint */

if ( (sockfd = socket(AF_INET, SOCK_STREAM, 0)) == -1)
{
    perror("socket call failed");
    exit (1);
}

/* connect the socket to the server's address */
/* send and receive information with the server */
main()
{
/* socket initialization as shown previously */
.
.
.
char c;
for (;;)
{
/* accept a connection */
if ( (newsockfd = accept(sockfd, NULL, NULL)) == -1)
{
    perror("accept call failed");
    continue;
}
/* spawn a child to deal with the connection */
if (fork() == 0) {
    /* receive data */
    while (recv(newsockfd, &c, 1, 0) > 0) {
        /* convert to upper case and send back */
        c = toupper(c);
        send (newsockfd, &c, 1, 0);
    }
}
}