

# Exemplo UDP: Port talker

Este exemplo implementa um cliente UDP que envia um pacote contendo uma mensagem à porta UDP 4950 de um servidor.

[talker.c](#)

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <errno.h>
#include <string.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <netdb.h>

// receiver listening port
#define RCVR_PORT 4950

int main(int argc, char *argv[])
{
    int sockfd;
    struct sockaddr_in rcvr_addr;
    struct hostent *he;
    int numbytes;

    if (argc != 3)
    {
        fprintf(stderr, "usage: talker hostname message\n");
        exit(1);
    }

    // translates receiver name to address
    he = gethostbyname(argv[1]) ;
    if (he == NULL)
    {
        perror("gethostbyname");
        exit(1);
    }

    // fills the receiver struct info
    rcvr_addr.sin_family = AF_INET;
    rcvr_addr.sin_port = htons(RCVR_PORT);
    rcvr_addr.sin_addr = *((struct in_addr *)he->h_addr);

    // zeroes the rest of the struct
    memset(&(rcvr_addr.sin_zero), '\0', 8);

    // creates the UDP socket
    sockfd = socket (AF_INET, SOCK_DGRAM, 0) ;
    if (sockfd == -1)
    {
```

```
    perror("socket");
    exit(1);
}

// sends the message to the receiver using the socket
numbytes = sendto (sockfd, argv[2], strlen(argv[2]), 0,
                  (struct sockaddr *) &rcvr_addr,
                  sizeof(struct sockaddr)) ;

if (numbytes == -1)
{
    perror("sendto");
    exit(1);
}

printf ("sent %d bytes to host %s port %d\n", numbytes,
        inet_ntoa (rcvr_addr.sin_addr), RCVR_PORT);

// closes the socket
close (sockfd);

return 0;
}
```

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