```c
/*********************************************************************

 CLIENT-SERVER su socket di tipo STREAM


 C  L  I  E  N  T

 *********************************************************************/

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

#include "csdefines.h"



struct protoent *pp;

char    buf[BYTES_NR];


struct timeb thetime[MSG_NR];

/************
 Utilizzo:
 client hostname porta
 ************/

main(argc,argv)
int     argc;char *argv[];
{
int     i,s,sock,rval,rval2;
struct  sockaddr_in     server;
struct  hostent *hp,*gethostbyname();
int tsum;
float avg;
time_t nsec;





if(argc != 3)
  {
    fprintf(stderr,"Uso: %s hostname porta\n\n",argv[0]);
    exit(-1);
  }

/* Crea una  socket di tipo STREAM per il dominio TCP/IP */
sock=   socket(AF_INET,SOCK_STREAM,0);

if(sock<0)
        {
        perror("opening stream socket");
        exit(1);
        }


/* Ottiene l'indirizzo del server */
server.sin_family=      AF_INET;
hp=     gethostbyname(argv[1]);

if(hp==0)
        {
        fprintf(stderr,"%s: unknown host",argv[1]);
        exit(2);
        }


memcpy( (char *)&server.sin_addr, (char *)hp->h_addr ,hp->h_length);
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```c

    /* La porta e' sulla linea di comando */
    server.sin_port= htons(atoi(argv[2]));

    /* Tenta di realizzare la connessione */
    printf("Connecting...\n");
    if(connect(sock,(struct sockaddr *)&server,sizeof server) <0)
            {
            perror("connecting stream socket");
            exit(1);
            }

    printf("Connected.\n");

    rval=BYTES_NR;


    /* Invio/Ricezione di MSG_NR messaggi */


    for(i=0;i<MSG_NR;i++)
      {
        if((rval = write(sock,buf,sizeof buf))<0)
          perror("writing on stream socket");

        printf("w=%d byte scritti\n",rval);

    s=0 ;
    do
      {
        if((rval = read(sock,buf,sizeof buf))<0)
          perror("reading stream message");


        s+= rval;
        printf("r=%d(%d) byte letti\n",rval,s);
      }
     while((s!=BYTES_NR)&&rval !=0);
      }


    close(sock);


    exit(0);


    }
```