TCP

Server Side

```
ServerName = '127.0.0.1'
ServerPort = 12345

Server_socket = socket.socket (socket_AF_INET, socket_SOCK_
                                                        STREAM)
server_socket-bind ((serverName, serverPort))
server-socket-listen (5)

while True:
    print ("Server waiting for connection")
    client_socket, addr = server_socket.accept ()
    print ("Client connected from" addr)

    while True:
        data = client-socket.recv(1024)
        if not data or data.decode ('utf-8') == 'END' :
            break
        print ("Received from client : %s " %data.decode
                                            ("utf-8"))
        try:
            client_socket.send (bytes('Hey client', 'utf-8'))
        except:
            print ("Exited by the user ")
    client-socket.close ()
```

Client side

```
import socket

serverName = '127.0.0.1'
serverPort = 12345

client_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
client_socket.connect((serverName, serverPort))
payload = 'Hey server'

try:
    while True:
        client_socket.send(payload.encode('utf-8'))
        data = client_socket.recv(1024)
        print(str(data))
        more = input("Want to send more data to the server?")
        if more.lower == 'y':
            payload = input("Enter")
        else:
            break
except KeyboardInterrupt:
    print("Ended")
client_socket.close()
```