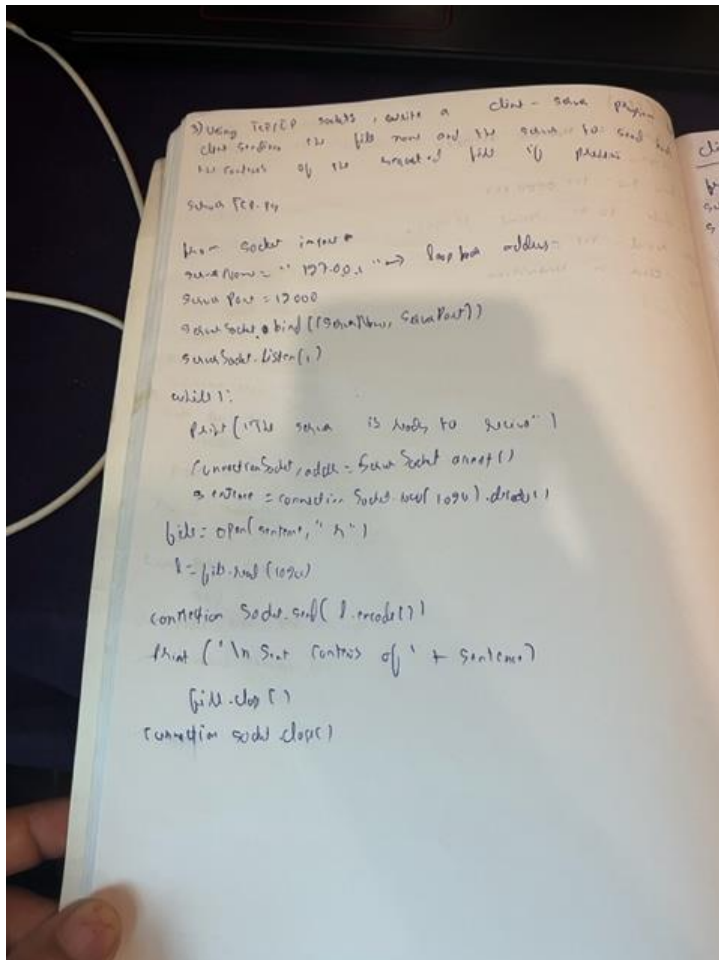


## Cycle II

### LAB 15:

**Aim :** Using TCP/IP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.



Python

### Client Test.py

```
from socket import *
serverName = '192.0.0.1'
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_STREAM)
clientSocket.connect((serverName, serverPort))
response = input('>>> Enter file name: ')
clientSocket.send(response.encode())
fillContent = clientSocket.recv(1024).decode()
print('The file size is: ', fillContent)
clientSocket.close()
```

### Procedure:

- 1. Create a file in server and write data and save files
- 2. Run server first and then to client

### Output:

Server Side:

The server is ready to write

Client Side:

Enter file name: server.py

File Size:

The content of server.py is displayed here

### Server Listener :-

The server is ready to receive

Get contents of Server TCP/IP

The server is ready to receive

(1) Get contents of Server TCP/IP

(2) Get contents of Server TCP/IP

(3) Get contents of Server TCP/IP

(4) Get contents of Server TCP/IP

(5) Get contents of Server TCP/IP

(6) Get contents of Server TCP/IP

(7) Get contents of Server TCP/IP

(8) Get contents of Server TCP/IP

(9) Get contents of Server TCP/IP

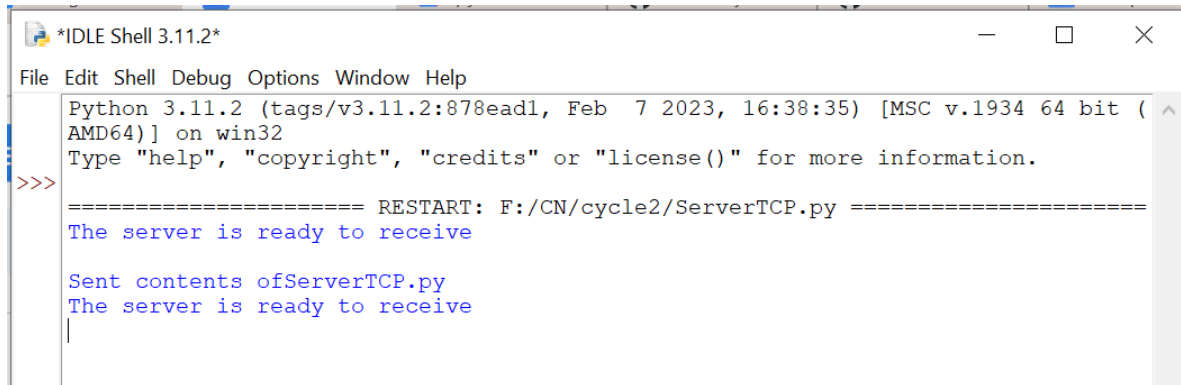
(10) Get contents of Server TCP/IP

(11) Get contents of Server TCP/IP

(12) Get contents of Server TCP/IP

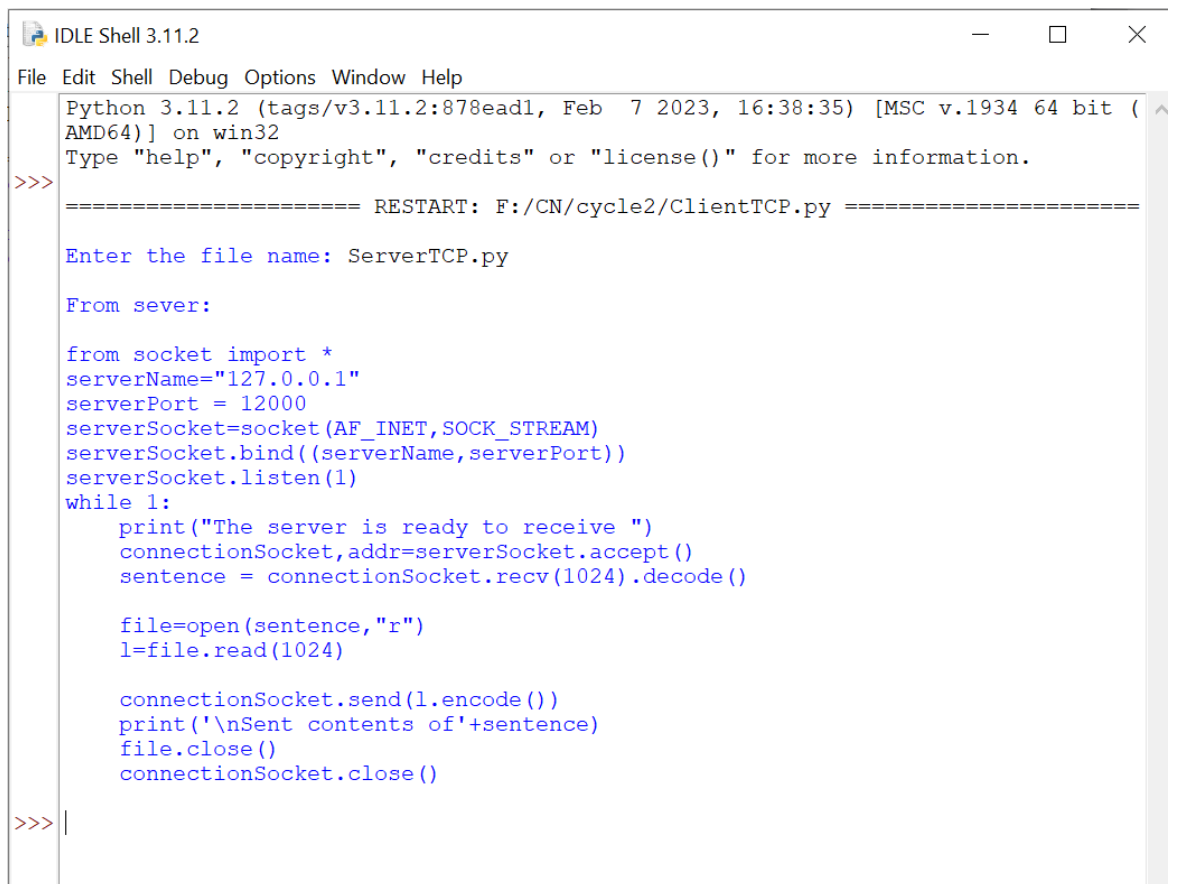
**Output :**

**Server instance:**



```
*IDLE Shell 3.11.2*
File Edit Shell Debug Options Window Help
Python 3.11.2 (tags/v3.11.2:878ead1, Feb 7 2023, 16:38:35) [MSC v.1934 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: F:/CN/cycle2/ServerTCP.py =====
The server is ready to receive
Sent contents of ServerTCP.py
The server is ready to receive
|
```

**Client instance:**



```
IDLE Shell 3.11.2
File Edit Shell Debug Options Window Help
Python 3.11.2 (tags/v3.11.2:878ead1, Feb 7 2023, 16:38:35) [MSC v.1934 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: F:/CN/cycle2/ClientTCP.py =====
Enter the file name: ServerTCP.py
From sever:
from socket import *
serverName="127.0.0.1"
serverPort = 12000
serverSocket=socket(AF_INET,SOCK_STREAM)
serverSocket.bind((serverName,serverPort))
serverSocket.listen(1)
while 1:
    print("The server is ready to receive ")
    connectionSocket,addr=serverSocket.accept()
    sentence = connectionSocket.recv(1024).decode()

    file=open(sentence,"r")
    l=file.read(1024)

    connectionSocket.send(l.encode())
    print('\nSent contents of'+sentence)
    file.close()
    connectionSocket.close()
>>> |
```