Cycle II

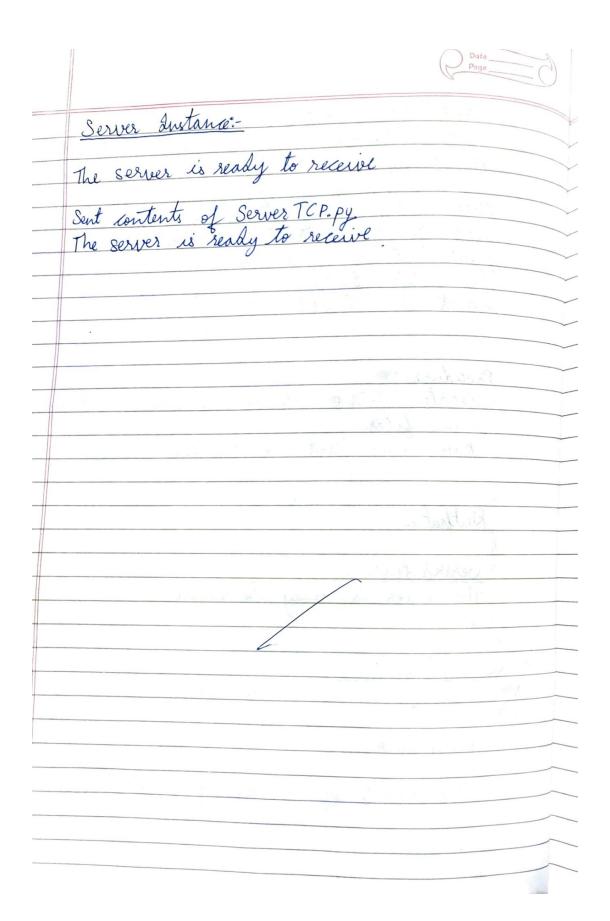
LAB 15:

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.

•	Date Page
3.	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.
	ServerTCP.py
	from socket import *
	from socket import * serverName = "127.0.0.1" → loopback address
	2 1 - 1 2 2 2 2
_	server Socket = Socket (AF_INET, SOCK_STREAM)
	server Port = 12000 server Socket = socket (AF_INET, SOCK_STREAM) server Socket. bind ((Server Name, Server Port))
~	Societi Malen (1)
7	shile 1:
	Converting Solat M. is slady to secent ")
	print ("The server is ready to receive") connection Socket, addr = server Socket. accept() sentence = connection Socket. recv (1024). decode()
	file = open (sentence, "r")
	1 - file. read (1024)
	fruit ('\n Sent Contents of '+ rentence) fele. close ()
4	fruit (1/n Sent Contents of 1) is t
	fele. close () 4 + serience
	Connection Socket. close()
ce	ient TCP. py
fro	m Socket import x
ser	m Socket import * ver Name = 127.0.0.1'
serve	r Port = 12000



	Pare
	client Socket = Socket (AF_INET, SOCK_STREAM)
	client Socket. connect ((serverName, servesPort)) sentence = input (" In Enter file name: ")
	sentence - input (") Enter file 1 2 (2)
	O: O O
	chent Socket. Send (sentence, encolo ())
!	client Socket. send (sentence. encode ()) file contents = client Socket. secv (1024). decode ()
	print ('In From Server: \n') print (file contents)
	frent (file contents)
	dinet Socket. close ()
	Procedure:
	· breate 2 FDLF interior
	server files.
1	Procedure: - Create 2 IDLE instances and write chint ad and server files. - Run server first and then the chent
Î	7 Pen Pre Mene
	Dutput:
	Same 1 F
	Derber Instance:
	Server Instance:- The server is ready to receive
1	Client Andrea
N	Client Instance:- Server TCP. py
298	got work . Server CP. py
	From Server:
	the contents of Server TCP. py is displayed here



Output:

Server instance:

```
*IDLE Shell 3.11.2* — — X

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.

>>>>

The server is ready to receive

Sent contents of ServerTCP.py
The server is ready to receive
```

Client instance:

```
▶ IDLE Shell 3.11.2
                                                                       X
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.
   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()
>>>
```