**EXPERIMENT 6.2**

**TITLE :** Demonstrate networking in python - UDP bidirectional chat server

**client.py**

*#client program*

*import socket*

*host='localhost'*

*port=5000*

*s=socket.socket(socket.AF\_INET,socket.SOCK\_STREAM)*

*s.connect((host,port))*

*str=input("Enter data:")*

*while str!='exit':*

*s.send(str.encode())*

*data=s.recv(1024)*

*data=data.decode()*

*print("From server:"+data)*

*str=input("Enter data: ")*

*s.close()*

**server.py**

*#server program*

*import socket*

*host='localhost'*

*port=5000*

*s=socket.socket(socket.AF\_INET,socket.SOCK\_STREAM)*

*s.bind((host,port))*

*s.listen(1)*

*c,addr=s.accept()*

*print("Connection from client: ",str(addr))*

*while True:*

*data=c.recv(1024)*

*if not data:*

*break*

*print("From client :"+str(data.decode()))*

*data1=input("Enter response:")*

*c.send(data1.encode())*

*c.close()*

**Output :**

