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Programing Assignment 1: Socket Programing

Description:

This program consists of two files: client.py and server.py. When both programs are active, the user will be shown the IP address they are connected to and prompted to enter in a math problem as a single string. The client process will verify that the operands have valid numeric values before sending them to the server. The string is then given to the server, where it is broken down into three parts: operandX, operator, and operandY. The server will verify that the operator is valid before calculating the answer, then sending it back to the client. If an operand or operator is invalid, the user will be prompted to re-enter their question.

Instructions:

1. Upload “client.py” to eustis and “server.py” to eustis3.
2. Enter “python3 server.py” in eustis3.
3. Enter “python3 client.py” in eustis.
4. Begin entering equations in eustis.

Screenshot: