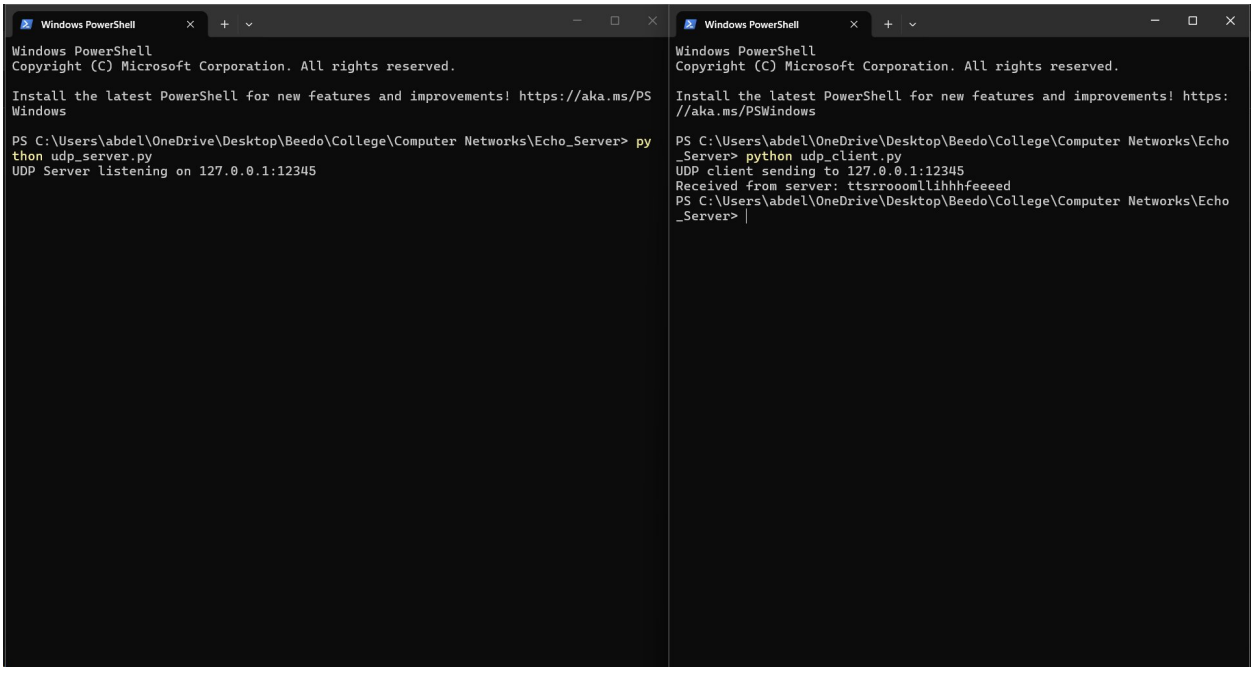
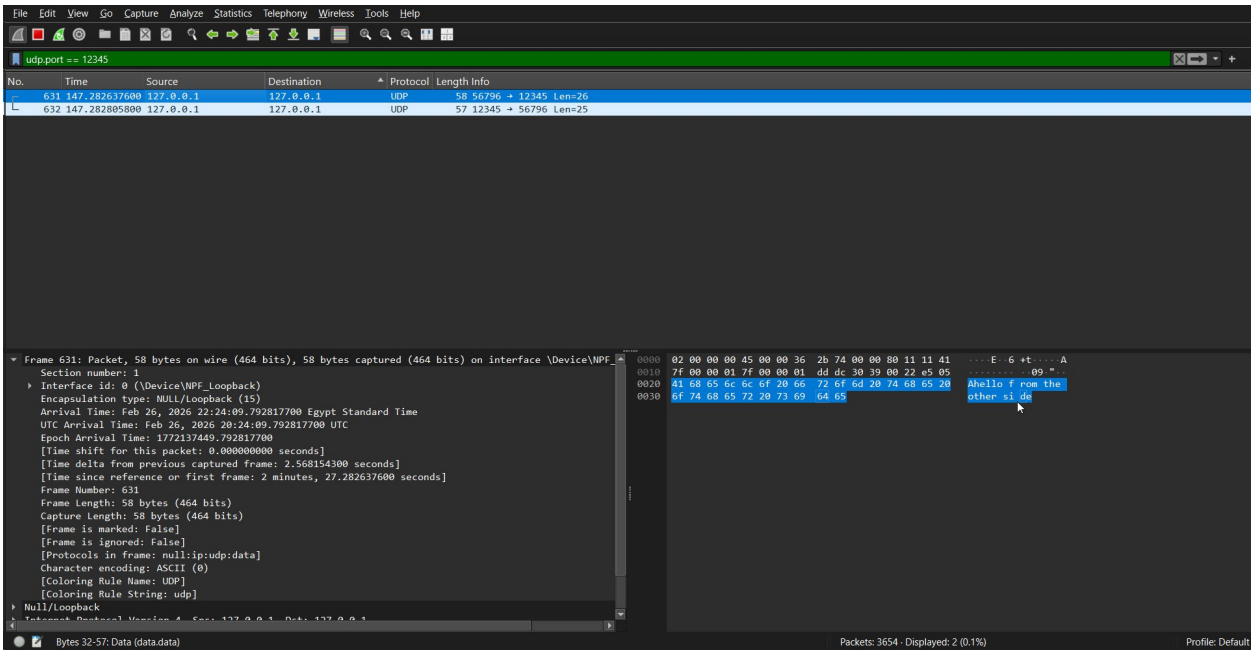
# Lab 1

## UDP Connection



## Server code

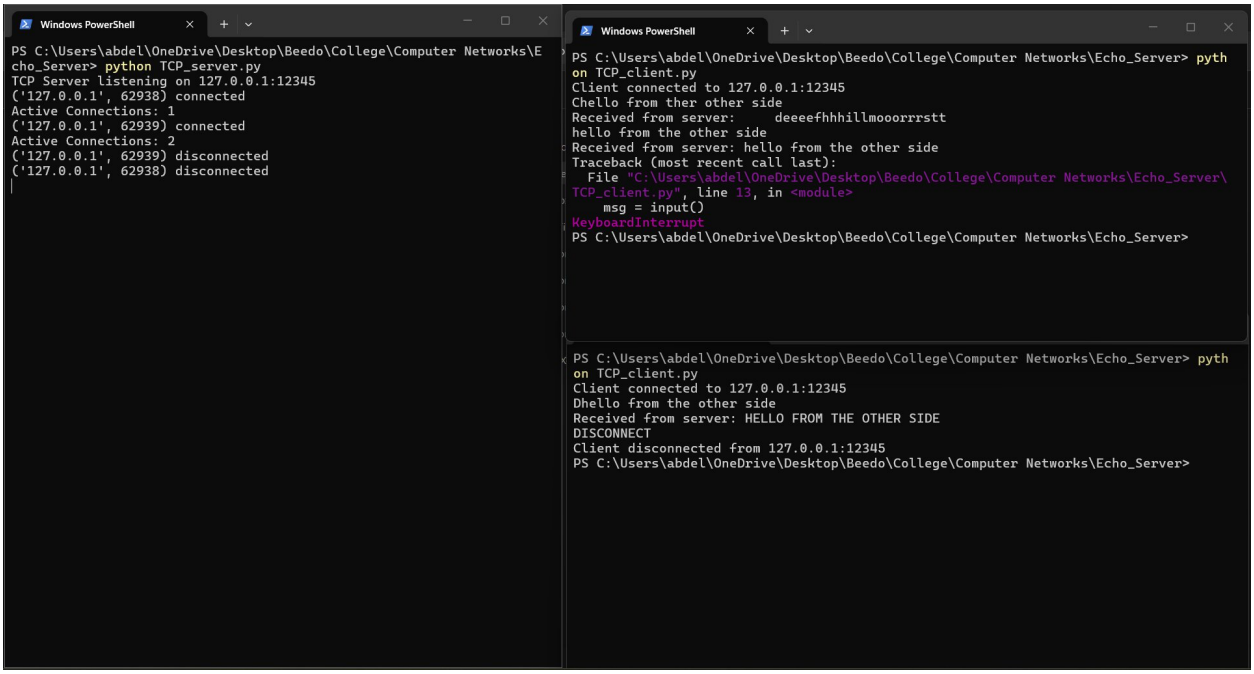
```
import socket


IP_address = "127.0.0.1"

port = 12345


s = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)

s.bind((IP_address, port))


print(f"UDP Server listening on {IP_address}:{port}")


while True:

    data, addr = s.recvfrom(1024)


    msg = data.decode('utf-8').strip()


    if not msg:

        continue    # Skip empty messages to prevent crashes on msg[0]


    # Used "".join() to convert the sorted list back into a string

    if msg[0] == 'A':

        new_msg = "".join(sorted(msg[1:], reverse=True))

    elif msg[0] == 'C':

        new_msg = "".join(sorted(msg[1:]))

    elif msg[0] == 'D':

        new_msg = msg[1:].upper()

    else:
```

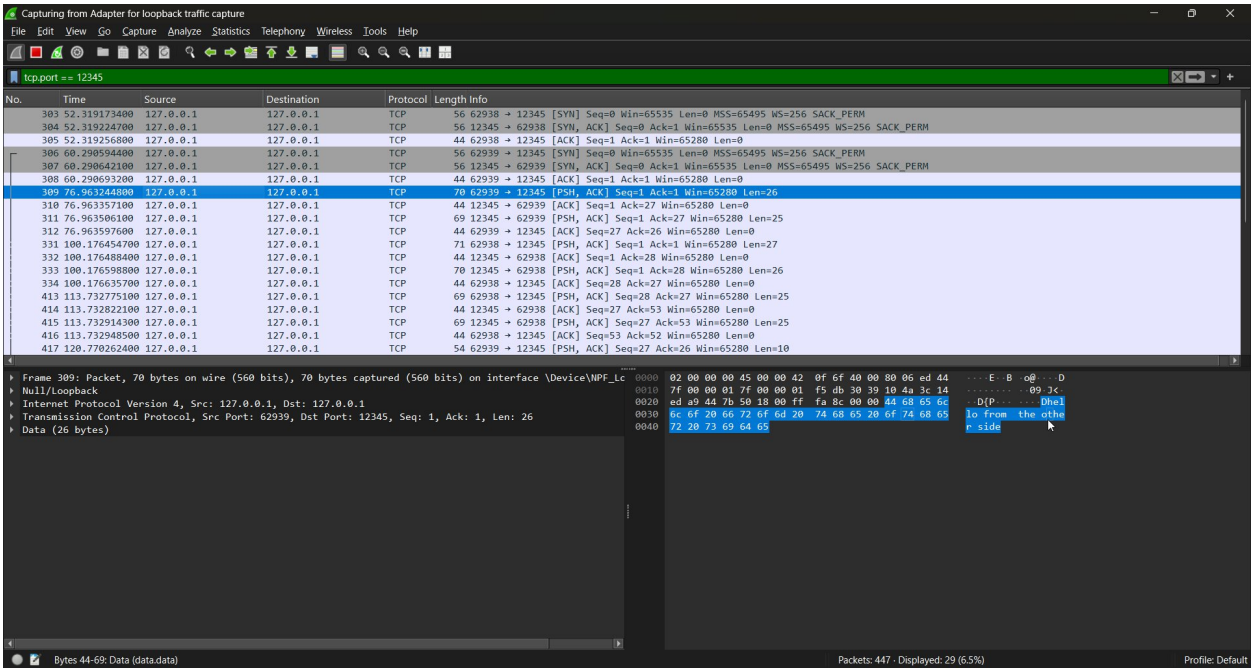
```
        new_msg = msg


    s.sendto(new_msg.encode('utf-8'), addr)
```

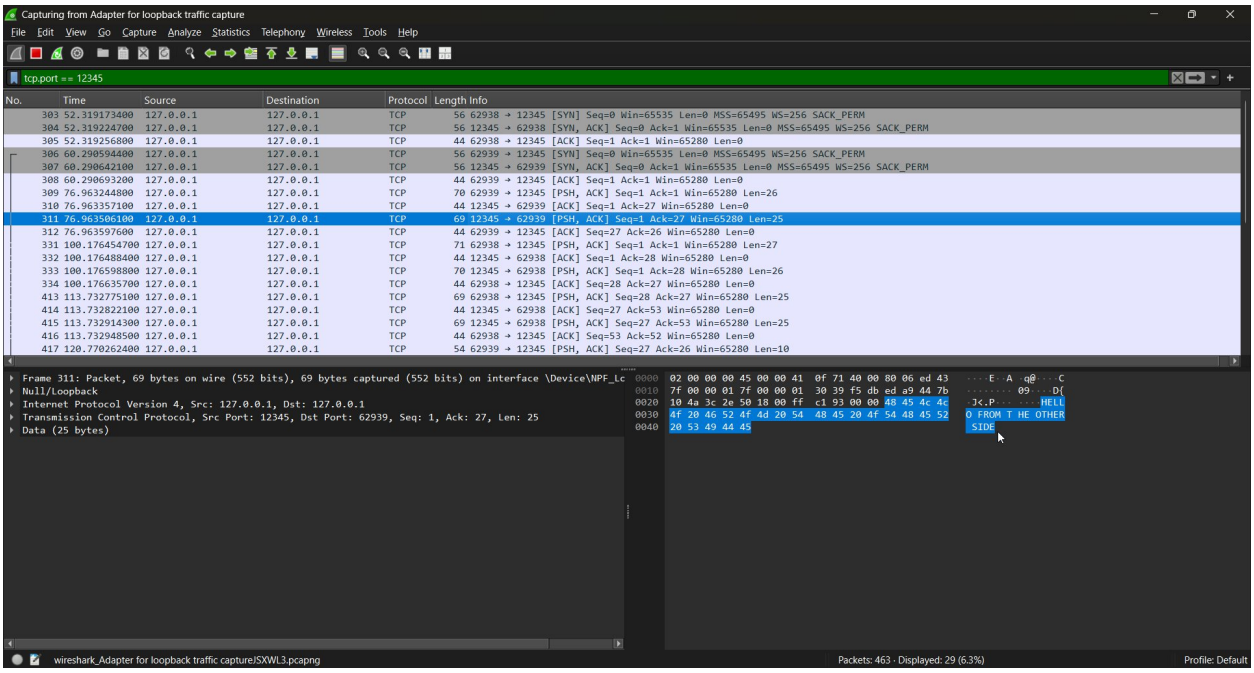
## Client code

```
import socket


IP_address = "127.0.0.1"

port = 12345

msg = "Ahello from the other side"


s = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)


print(f"UDP client sending to {IP_address}:{port}")


s.sendto(msg.encode('utf-8'), (IP_address, port))


data, server_addr = s.recvfrom(1024)


print(f"Received from server: {data.decode('utf-8')}")


s.close()
```

# TCP Connection






## Server code

```
import socket

import threading


def handle_client(conn, addr):

    print(f"{addr} connected")


    connection = True


    while connection:

        try:

            msg = conn.recv(1024).decode('utf-8')


            if msg == "DISCONNECT":

                connection = False
```

```
                print(f"{addr} disconnected")
            # In TCP empty msg means connection failed
            elif not msg:
                connection = False
                print(f"{addr} disconnected")
            else:
                if msg[0] == 'A':
                    new_msg = "".join(sorted(msg[1:], reverse=True))
                elif msg[0] == 'C':
                    new_msg = "".join(sorted(msg[1:]))
                elif msg[0] == 'D':
                    new_msg = msg[1:].upper()
                else:
                    new_msg = msg

                conn.send(new_msg.encode('utf-8'))
        except ConnectionResetError:
            connection = False
            print(f"{addr} disconnected")

    conn.close()

IP_address = "127.0.0.1"
port = 12345

s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.bind((IP_address, port))
```

```
s.listen()


print(f"TCP Server listening on {IP_address}:{port}")


while True:
    conn, addr = s.accept()
    thread = threading.Thread(target=handle_client, args=(conn, addr))
    thread.start()
    print(f"Active Connections: {threading.active_count() - 1}")
```

## Client code

```
import socket


IP_address = "127.0.0.1"
port = 12345


s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.connect((IP_address, port))
print(f"Client connected to {IP_address}:{port}")


connection = True


while connection:
    msg = input()
```

```
    if not msg:
        print("Cannot send an empty message. Try again.")
        continue

    s.send(msg.encode('utf-8'))

    if msg == "DISCONNECT":
        connection = False
        print(f"Client disconnected from {IP_address}:{port}")
    else:
        data = s.recv(1024)
        print(f"Received from server: {data.decode('utf-8')}")

s.close()
```