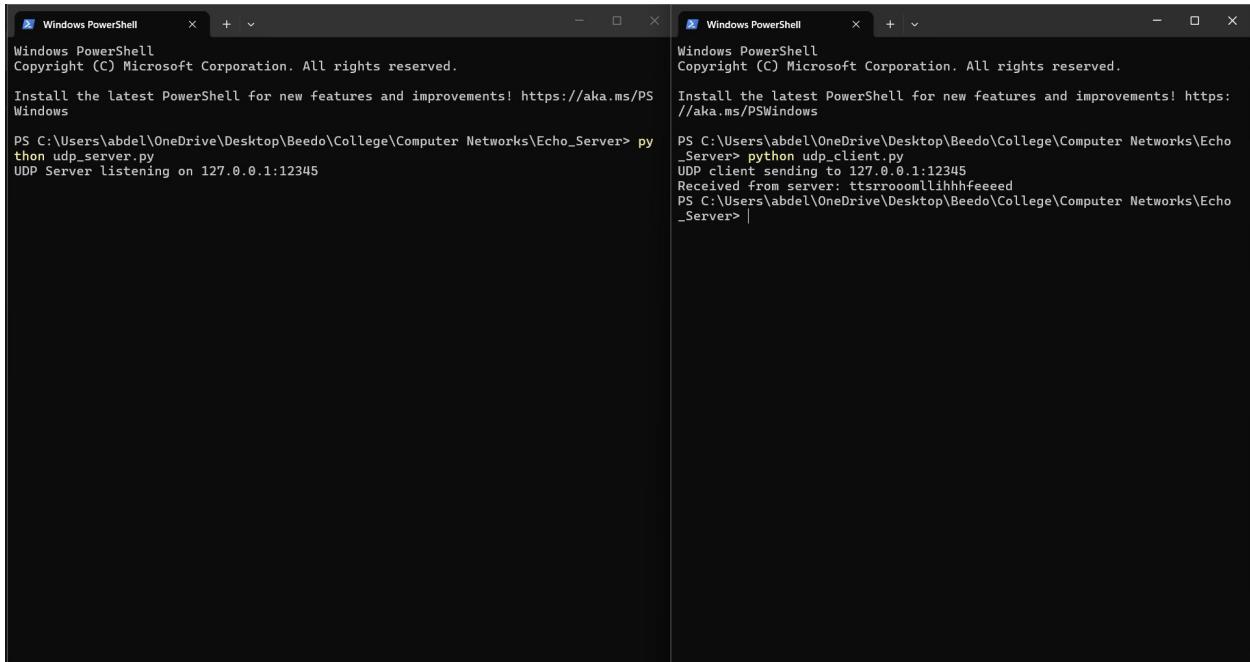


# Lab 1

## UDP Connection



The image shows two side-by-side Windows PowerShell windows. The left window displays the output of a Python UDP server script:

```
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

Install the latest PowerShell for new features and improvements! https://aka.ms/PSWindows

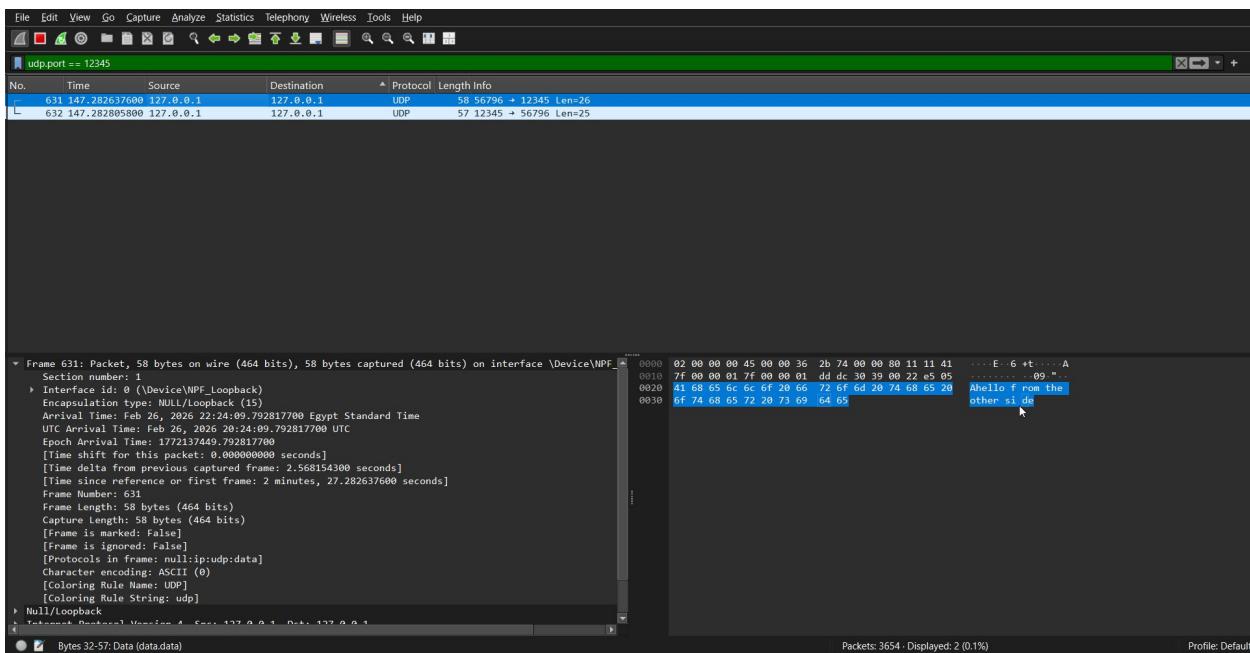
PS C:\Users\abdel\OneDrive\Desktop\Beedo\College\Computer Networks\Echo_Server> python udp_server.py
UDP Server listening on 127.0.0.1:12345
```

The right window shows the output of a Python UDP client script:

```
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

Install the latest PowerShell for new features and improvements! https://aka.ms/PSWindows

PS C:\Users\abdel\OneDrive\Desktop\Beedo\College\Computer Networks\Echo_Server> python udp_client.py
UDP client sending to 127.0.0.1:12345
Received from server: ttsrrooomllhhfeeedd
PS C:\Users\abdel\OneDrive\Desktop\Beedo\College\Computer Networks\Echo_Server> |
```



## 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 = "Hello 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()
```

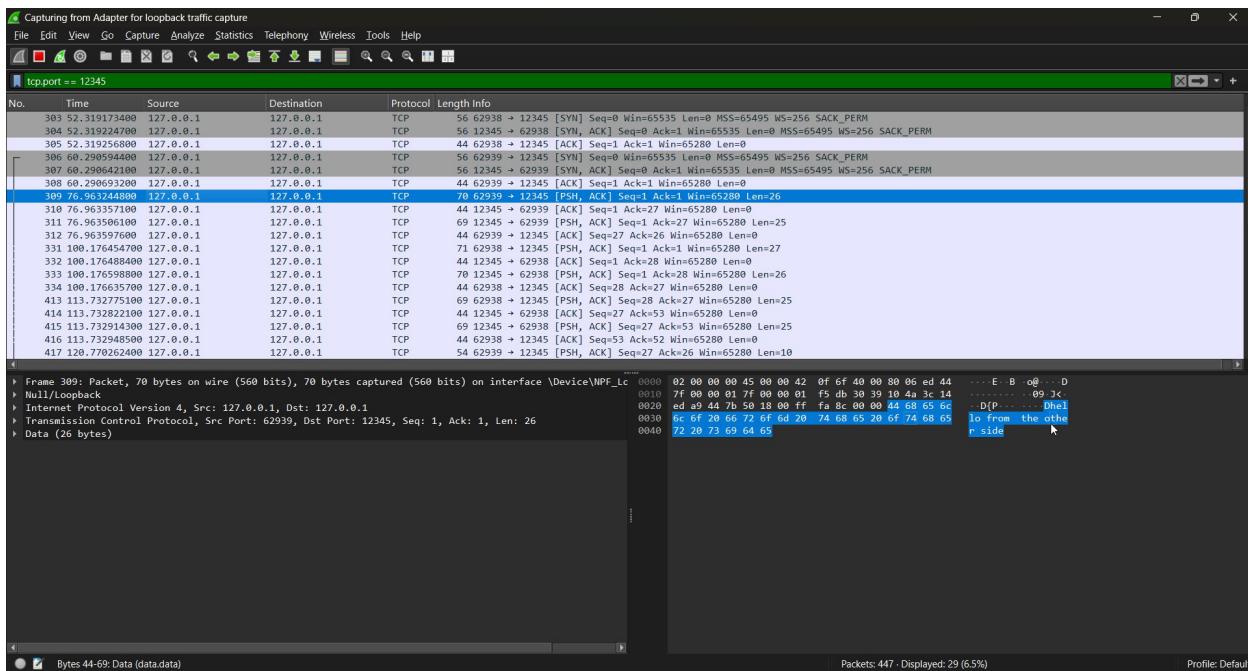
# TCP Connection

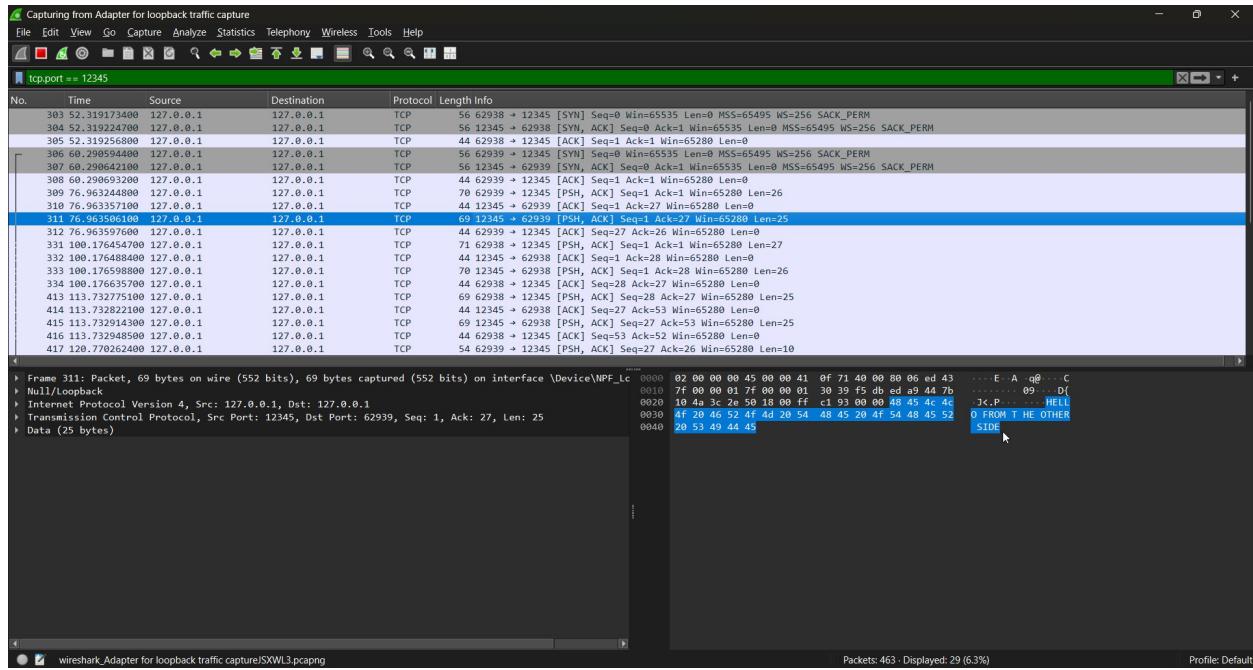
```

PS C:\Users\abdel\OneDrive\Desktop\Beedo\College\Computer Networks\Echo_Server> python TCP_server.py
TCP Server listening on 127.0.0.1:12345
('127.0.0.1', 62938) connected
Active Connections: 1
('127.0.0.1', 62939) connected
Active Connections: 2
('127.0.0.1', 62939) disconnected
('127.0.0.1', 62938) disconnected
|
```

```

PS C:\Users\abdel\OneDrive\Desktop\Beedo\College\Computer Networks\Echo_Server> python TCP_client.py
Client connected to 127.0.0.1:12345
Hello from the other side
Received from server: deeeefhhhillmooorrstt
Hello from the other side
Received from server: hello from the other side
Traceback (most recent call last):
  File "<:Users\abdel\OneDrive\Desktop\Beedo\College\Computer Networks\Echo_Server\TCP_client.py", line 13, in <module>
    msg = input()
KeyboardInterrupt
PS C:\Users\abdel\OneDrive\Desktop\Beedo\College\Computer Networks\Echo_Server>
```





## 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
        except:
            pass

```

```
        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()
```