**PYTHON CODE**

import socket

import pyaudio

# Server configuration

SERVER\_IP = '0.0.0.0'

SERVER\_PORT = 5000

CHUNK = 1024

FORMAT = pyaudio.paInt16

CHANNELS = 2

RATE = 44100

# Initialize PyAudio

audio = pyaudio.PyAudio()

stream = audio.open(format=FORMAT, channels=CHANNELS, rate=RATE, input=True, frames\_per\_buffer=CHUNK)

# Set up the server socket

server\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

server\_socket.bind((SERVER\_IP, SERVER\_PORT))

server\_socket.listen(1)

print(f'Server listening on {SERVER\_IP}:{SERVER\_PORT}')

# Accept a client connection

client\_socket, addr = server\_socket.accept()

print(f'Connection from {addr}')

try:

while True:

data = stream.read(CHUNK)

client\_socket.sendall(data)

except KeyboardInterrupt:

pass

# Cleanup

stream.stop\_stream()

stream.close()

audio.terminate()

client\_socket.close()

server\_socket.close()

import socket

import pyaudio

**Client Code (Audio)**

# Client configuration

SERVER\_IP = '127.0.0.1'

SERVER\_PORT = 5000

CHUNK = 1024

FORMAT = pyaudio.paInt16

CHANNELS = 2

RATE = 44100

# Initialize PyAudio

audio = pyaudio.PyAudio()

stream = audio.open(format=FORMAT, channels=CHANNELS, rate=RATE, output=True, frames\_per\_buffer=CHUNK)

# Set up the client socket

client\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

client

**OUTPUT:**

Server listening on 0.0.0.0:5000

Connection from ('127.0.0.1',