Code:

1. server.py

```
server.py X
              client.py
server.py > ...
      # Python3 program imitating a clock server
  2
  3
      from functools import reduce
      from dateutil import parser
  4
      import threading
  5
      import datetime
  6
  7
      import socket
  8
      import time
  9
 10
 11
      # datastructure used to store client address and clock data
 12
      client data = {}
 13
 14
      ''' nested thread function used to receive
 15
 16
          clock time from a connected client '''
      def startReceivingClockTime(connector, address):
 17
 18
          while True:
 19
              # receive clock time
 20
              clock time string = connector.recv(1024).decode()
 21
              clock time = parser.parse(clock time string)
 22
              clock time diff = datetime.datetime.now() - \
 23
 24
                                                       clock time
 25
              client_data[address] = {
 26
                           "clock time"
 27
                                        : clock time,
                           "time difference" : clock time diff,
 28
                           "connector" : connector
 29
 30
 31
              print("Client Data updated with: "+ str(address),
 32
```

```
client.py
server.py X
server.py > ...
                         end = "\n\n")
 33
 34
              time.sleep(5)
 35
 36
      ''' master thread function used to open portal for
 37
          accepting clients over given port '''
 38
      def startConnecting(master server):
 39
 40
          # fetch clock time at slaves / clients
 41
 42
          while True:
              # accepting a client / slave clock client
 43
              master slave connector, addr = master server.accept()
 44
              slave address = str(addr[0]) + ":" + str(addr[1])
 45
 46
              print(slave address + " got connected successfully")
 47
 48
              current thread = threading.Thread(
 49
 50
                              target = startReceivingClockTime,
                              args = (master_slave_connector,
 51
                                              slave address, ))
 52
              current thread.start()
 53
 54
 55
      # subroutine function used to fetch average clock difference
 56
      def getAverageClockDiff():
 57
 58
          current client data = client data.copy()
 59
 60
          time difference list = list(client['time difference']
 61
                                      for client addr, client
 62
                                          in client data.items())
 63
 64
```

```
client.py
server.py X
server.py > ...
 64
 65
          sum of clock difference = sum(time difference list, \
 66
                                datetime.timedelta(0, 0))
 67
 68
          average clock difference = sum of clock difference \
 69
                                        / len(client data)
 70
 71
          return average clock difference
 72
 73
 74
      ''' master sync thread function used to generate
 75
          cycles of clock synchronization in the network '''
 76
      def synchronizeAllClocks():
 77
 78
          while True:
 79
 80
              print("New synchronization cycle started.")
 81
              print("Number of clients to be synchronized: " + \
 82
                                     str(len(client data)))
 83
 84
              if len(client data) > 0:
 85
 86
 87
                  average clock difference = getAverageClockDiff()
 88
                  for client addr, client in client data.items():
 89
                      try:
 90
                          synchronized_time = \
 91
                              datetime.datetime.now() + \
 92
                                          average clock difference
 93
 94
 95
                          client['connector'].send(str(
```

```
server.py X
              client.py
server.py > ...
                                   synchronized time).encode())
 96
 97
 98
                       except Exception as e:
                           print("Something went wrong while " + \
 99
                               "sending synchronized time " + \
100
                               "through " + str(client_addr))
101
102
              else:
103
                  print("No client data." + \
104
                              " Synchronization not applicable.")
105
106
107
              print("\n\n")
108
              time.sleep(5)
109
110
111
      # function used to initiate the Clock Server / Master Node
112
113
      def initiateClockServer(port = 8080):
114
115
          master server = socket.socket()
116
          master server.setsockopt(socket.SOL SOCKET,
                                       socket.SO REUSEADDR, 1)
117
118
          print("Socket at master node created successfully\n")
119
120
          master server.bind(('', port))
121
122
123
          # Start listening to requests
124
          master server.listen(10)
125
          print("Clock server started...\n")
126
          # start making connections
127
```

```
server.py X
              client.py
server.py > ...
122
          # Start listening to requests
123
          master server.listen(10)
124
          print("Clock server started...\n")
125
126
          # start making connections
127
128
          print("Starting to make connections...\n")
          master thread = threading.Thread(
129
                               target = startConnecting,
130
                               args = (master server, ))
131
          master thread.start()
132
133
          # start synchronization
134
          print("Starting synchronization parallelly...\n")
135
          sync thread = threading.Thread(
136
                               target = synchronizeAllClocks,
137
                               args = ())
138
139
          sync thread.start()
140
141
142
143
      # Driver function
      if name == ' main ':
144
145
          # Trigger the Clock Server
146
          initiateClockServer(port = 8080)
147
148
```

2. client.py

```
server.py
              client.py X
client.py > ...
      # Python3 program imitating a client process
  2
      from timeit import default timer as timer
  3
      from dateutil import parser
  4
      import threading
  5
      import datetime
  6
      import socket
  7
      import time
  8
  9
 10
      # client thread function used to send time at client side
 11
      def startSendingTime(slave client):
 12
 13
 14
          while True:
              # provide server with clock time at the client
 15
              slave client.send(str(
 16
                          datetime.datetime.now()).encode())
 17
 18
              print("Recent time sent successfully",
 19
                                         end = "\n\n")
 20
              time.sleep(5)
 21
 22
 23
      # client thread function used to receive synchronized time
 24
      def startReceivingTime(slave client):
 25
 26
          while True:
 27
              # receive data from the server
 28
              Synchronized time = parser.parse(
 29
                               slave client.recv(1024).decode())
 30
 31
              print("Synchronized time at the client is: " + \
 32
```

```
print("Synchronized time at the client is: " + \
32
                                          str(Synchronized time),
33
                                          end = "\n\n"
34
35
36
     # function used to Synchronize client process time
37
     def initiateSlaveClient(port = 8080):
38
39
         slave client = socket.socket()
40
41
         # connect to the clock server on local computer
42
         slave client.connect(('127.0.0.1', port))
43
44
45
         # start sending time to server
         print("Starting to receive time from server\n")
46
         send time thread = threading.Thread(
47
                         target = startSendingTime,
48
                         args = (slave client, ))
49
         send time thread.start()
50
51
52
         # start receiving synchronized from server
53
54
         print("Starting to receiving " + \
                             "synchronized time from server\n")
55
         receive time thread = threading.Thread(
56
                         target = startReceivingTime,
57
                         args = (slave client, ))
58
         receive time thread.start()
59
60
61
     # Driver function
62
     if name == ' main ':
63
64
         # initialize the Slave / Client
65
66
         initiateSlaveClient(port = 8080)
67
```

Output:

1. server.py

```
varadmash@varadmash-G3-3590: ~/LP5_lab/Assignment4
varadmash@varadmash-G3-3590:~/LP5 lab/Assignment4$ python3 server.py
Socket at master node created successfully
Clock server started...
Starting to make connections...
Starting synchronization parallelly...
New synchronization cycle started.
Number of clients to be synchronized: 0
No client data. Synchronization not applicable.
New synchronization cycle started.
Number of clients to be synchronized: 0
No client data. Synchronization not applicable.
New synchronization cycle started.
Number of clients to be synchronized: 0
No client data. Synchronization not applicable.
127.0.0.1:57914 got connected successfully
Client Data updated with: 127.0.0.1:57914
New synchronization cycle started.
Number of clients to be synchronized: 1
Client Data updated with: 127.0.0.1:57914
```

```
varadmash@varadmash-G3-3590: ~/LP5_lab/Assignment4
varadmash@varadmash-G3-3590:~/LP5_lab/Assignment4$ python3 client.py
Starting to receive time from server
Starting to receiving synchronized time from server
Recent time sent successfully
Synchronized time at the client is: 2023-04-17 08:32:50.227670
Recent time sent successfully
Synchronized time at the client is: 2023-04-17 08:32:55.233435
Recent time sent successfully
Synchronized time at the client is: 2023-04-17 08:33:00.240540
Recent time sent successfully
Synchronized time at the client is: 2023-04-17 08:33:05.244915
Recent time sent successfully
Synchronized time at the client is: 2023-04-17 08:33:10.252219
Recent time sent successfully
Synchronized time at the client is: 2023-04-17 08:33:15.259624
Recent time sent successfully
Synchronized time at the client is: 2023-04-17 08:33:20.265197
Recent time sent successfully
```

Synchronized time at the client is: 2023-04-17 08:33:25.271967