Devin Hardy

CS 415

ASG5

Q2:

Make a client-server fortune telling package: (Using Python)

**Server.py**

# Devin Hardy

# ASG5 Fortune Server file

#

import socket

# Create a socket object

s = socket.socket()

# Define the port on which you want to connect

port = 12345

# connect to the server on local computer

s.connect(('127.0.0.1', port))

# receive data from the server and decoding to get the string.

print (s.recv(1024).decode())

# close the connection

s.close()

**Client.py**

# Devin Hardy

# ASG5 Fortune Server file

#

import socket

# Create a socket object

s = socket.socket()

# Define the port on which you want to connect

port = 12345

# connect to the server on local computer

s.connect(('127.0.0.1', port))

# receive data from the server and decoding to get the string.

print (s.recv(1024).decode())

# close the connection

s.close()

**Screenshots**

