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practical -12

Aim: a) Implement who client server using Tcp/Udp sockets.

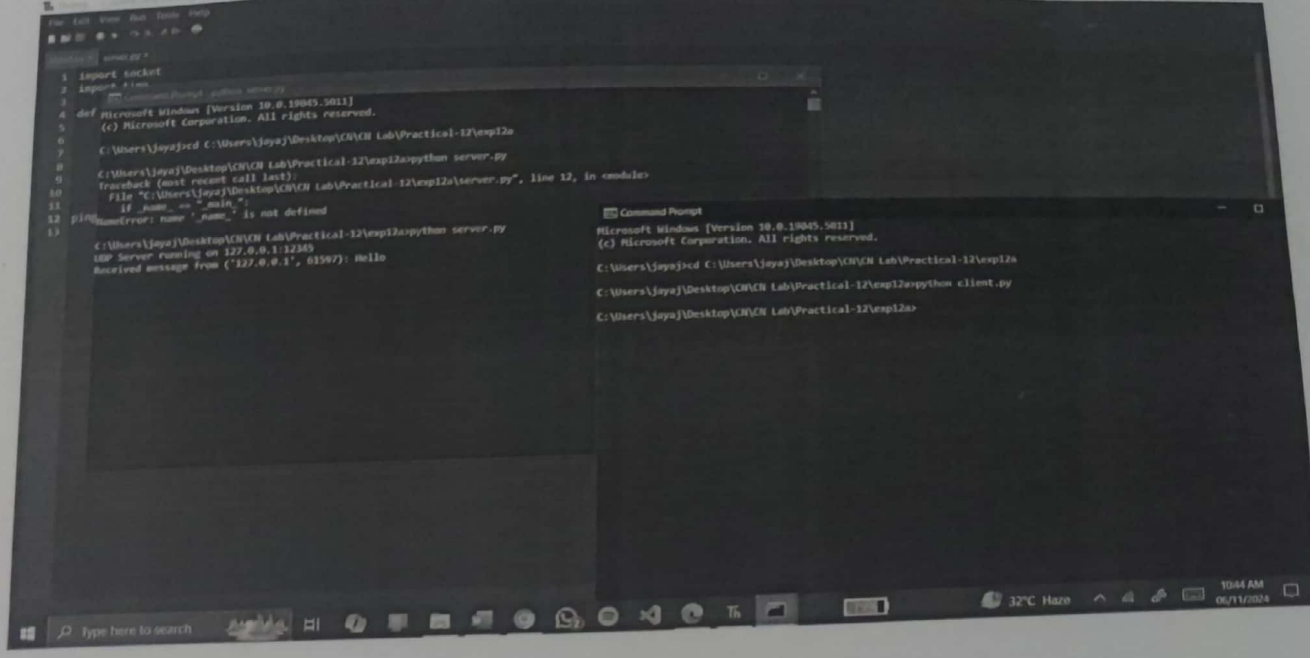
Program

Server.py

```
import socket
def start = server(host = '127.0.0.1', port
                                = 12345):
with socket.socket(socket.AF_INET, socket.
    SOCK_DGRAM) as s:
s.bind((host, port))
print(f"UDP server running on {host}:
                        {port}")
while True:
    data, addr = s.recfrom(1024)
print(f"Received mass age from {addr}:
                    {data.decode()}").
start = server().
```

client.py

```
import socket
import time
def ping_server(host = '127.0.0.1', port
                    = 12345):
with socket.socket(socket.AF_INET, socket.
        SOCK_DGRAM as s:
try:
s.sendto(b'Hello', (host, port))
except s.timeout:
    print("Request timed out").
ping = server().
```



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output

Result: Program is successfully executed and
Thus the ~~Output~~ output is verified.

Aim:b) Implement chat client server using Tcp/UDP sockets.

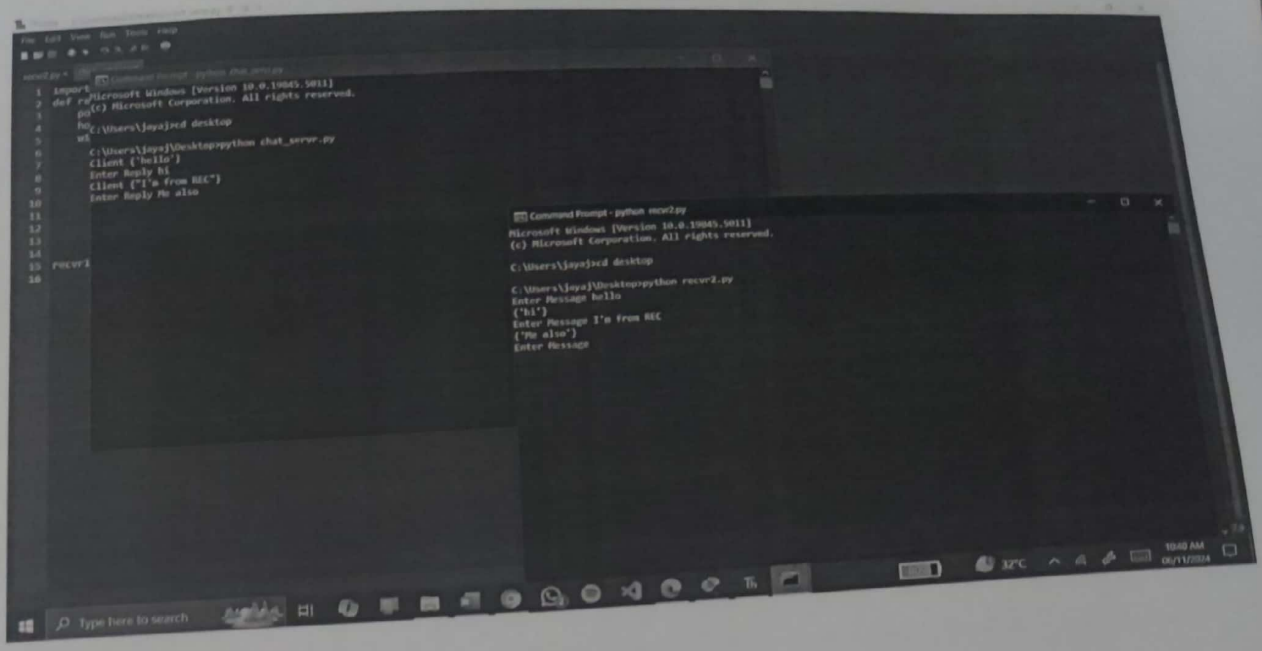
program:

chat : server.py

```
import socket
def recv1():
    port=12345
    host='127.0.0.1'
    with socket.socket(socket.AF_INET,
        socket.sock_DERM) as s:
    s.bind((host,port))
    while(true):
        d, add = s.recv from (1024)
        print("client", d.decode())
        a = input("Enter reply")
        s.send to (a.encode(), add)
        if (a=="end"):
            break
            exit
recv1().
```

recvr2.py

```
import socket.
import time
def recvr2(a):
    host='127.0.0.1'
    port:12345.
    with socket.socket(socket.AF_INET,
        socket.sock-DGRAM) as s:
    s.send to (a.encode(), (host, port))
    d, addr = s.recv.from (1024)
    print(d.decode())
while (true):
    a = input("Enter message")
    if (a=="end"):
    recvr2(a)
```



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break;
else:
recv 2 (a)

Output

Result:
Thus the program is successfully executed and output is verified.