

Practical - 12 B

Aim:

b) Implement chat Client Server using TCP/UDP

Sender. Py

```
import socket
```

```
def receiver (C):
```

```
    port = 12345
```

```
    host = '127.0.0.1'
```

```
with socket.socket(socket.AF_INET,  
                    socket.SOCK_DGRAM as s;
```

```
    s.bind((host, port))
```

```
    while True;
```

```
        a, add = s.recvfrom(1024)
```

```
        a = input("Enter msg")
```

```
        s.sendto(a.encode(), add)
```

```
        if a == 'end':
```

```
            break
```

```
            exit
```

```
receiver().
```

Receiver. Py

```
import socket
```

```
import time
```

```
def receiver 2(a)
```

```
    host = '127.0.0.1'
```


Port 12345

with socket. Socket (socket, AF_INET,

Socket, sock, Program)

S

S.send to (a.encode(), (host, port))

d, addr = S.recvfrom(1024)

while (True):

a = input("Enter message")

if (a == "end"):

server.send(a)

break

else:

server(a)

Output:

Client:

Enter Message Hello

{ server says : Hi there! }

Server

Client message = Hello

Enter Reply: Hi there!