

COMP Week 3 Socket Programming

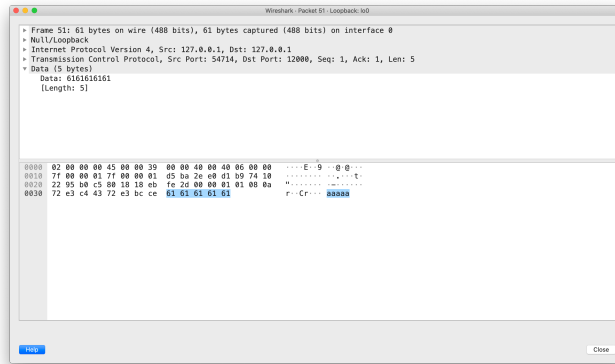
In this lab, you are required to test the socket programming using Python 3. Your aim is to learn the codes taught in Week 4.

1. In Windows/Linux, open the IDLE environment. (You need to choose IDLE for Python 3.X.)
2. Copy and paste codes from the slides and run the codes. (You may need to find out typos and make necessary changes in the code.)
3. In one computer, run both Client and Server (either UDP or TCP). You need to open two windows to run Client and Server respectively. (Should you run Server first or Client first?) Let the Client send messages to the server and watch the response from the Server. What 'hostname' do you need to specify in this scenario?
4. Work in a group of pairs if possible. One student runs Client and one runs Server. Here, you need to know the IP address of the Server first and then specify the
5. Use Wireshark to capture the traffic between the client and the server. Observe the packets and the data exchanged when the client sends "aaaaa" and the server replies "A" via the TCP socket.

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