BEGIN

Import a socket library (connecting hosts)

Create a list (list used for storing elements of different types (integer, float, string, etc.))

WHILE used loop before Name not empty:

PRINT “Please enter a hostname, press ENTER to quit: “

READ = Name

IF Name = empty:

PRINT "You haven't entered any host”

PRINT “Goodbye “

END

IF-ELSE Name is not empty:

create a NameList used List plus the append() method

READ NameList

WHILE used loop before hostname is not empty:

PRINT “Please enter the number of the desired host name, or press ENTER to quit: "

READ = hostName

IF hostname = empty:

PRINT "You haven't entered any number of the desired host name”.

PRINT “Goodbye”

END

IF-ELSE hostName = a float number:

PRINT "Your number is float”.

PRINT “Goodbye”

END

IF-ELSE hostName is not empty in List:

SET = Used socket.gethostbyname

READ = ipadd

IF ipadd = socket.gethostbyname(converting ip address to ipv4):

PRINT "IPv4 address for host is “

IF-ELSE:

PRINT “Host name wasn't valid"

PRINT “Goodbye”

END

ELSE:

PRINT "Invalid selection"

PRINT "Goodbye"

END