

26/10/24

EXPERIMENT - 12 A

AIM: To implement a echo client server using

(or) a) Implement a echo client server using TCP / UDP sockets.

~~FOR SERVER~~Client

```

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 TimeoutError:
            print("Request timed out")
    if __name__ == "__main__":
        ping_server()

```

Server

```

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}")
    while True:
        data, addr = s.recvfrom(1024)
        print(f"Received message")

if __name__ == "__main__":
    start_server()

```


O/p :

python receiver.py

UDP Server running on 127.0.0.1 : 12345

Received message from (127.0.0.1:59290)

Python client.py

Received reply from server: Hello client

Result :

Thus the program was successfully executed.

```

import socket
server = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
server.bind(('', 12345))
while True:
    data, addr = server.recvfrom(1024)
    print('Received from', addr, ':', data)
    server.sendto('Hello client', addr)

```

```

import socket
client = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
client.sendto('Hello server', ('127.0.0.1', 12345))
data, addr = client.recvfrom(1024)
print('Received from', addr, ':', data)

```

```

if __name__ == '__main__':
    main()

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if __name__ == '__main__':
    main()

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if __name__ == '__main__':
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if __name__ == '__main__':
    main()

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EXPERIMENT - 12 B

9/10

AIM:

Implement chat 'client' in server using TCP / UDP sockets.

chat server.py

import socket

def receiver():

Port = 12345

host = '127.0.0.1'

with socket.socket('Socket', AF_INET, SOCK_STREAM) as s:

s.bind((host, port))

while (True):

d, add = s.recvfrom(1024)

print("client")

a = input("Enter Reply:")

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

if (a == 'end'):

break

exit

recv()

receiver.py

import socket

import time

def receiver(a):

host = '127.0.0.1'

while (True):

a = input("Enter message")

if (a == 'end'):

receiver(0)

break

else:

receiver(a)

O/P

Python .1 ch10 . send.py

client { 'hi' }

client { 'How are you?' }

Enter reply I'm fine

Python .1 server.py

Enter message : hi

{ 'Hello' }

Enter message How are you

{ 'I am fine' }

Enter message

RESULT:

Thus the client server using TCP
UDP is executed & output is Verified
Successfully.

('hi' == 0) fi

done

done

done

done

done

done

done

done

done

done

done

done

done

done

done

done

done

done

done

done

done

done