Client.py:

**import** socket  
s = socket.socket()  
port = 12345  
s.connect((**'127.0.0.1'**, port))  
print (s.recv(1024).decode())  
s.send(**'Client Shared to Server'**.encode())  
s.close()

Server.py:

**import** socket  
s = socket.socket()  
print (**"Socket successfully created"**)  
port = 12345  
s.bind((**''**, port))  
print (**"socket binded to %s"** %(port))  
s.listen(5)  
print (**"socket is listening"**)  
**while True**:  
 c, addr = s.accept()  
 print (**'Got connection from'**, addr )  
 c.send(**'Thank you for connecting with server'**.encode())  
 print(c.recv(1024).decode())

Socket\_Create.py:

**import** socket  
**import** sys  
  
**try**:  
 s = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)  
 print (**"Socket successfully created"**)  
**except** socket.error **as** err:  
 print (**"socket creation failed with error %s"** %(err))  
port = 80  
**try**:  
 host\_ip = socket.gethostbyname(**'www.google.com'**)  
 print(host\_ip)  
**except** socket.gaierror:  
 print (**"there was an error resolving the host"**)  
 sys.exit()  
s.connect((host\_ip, port))  
print(**"Connected"**)

