

Q. no: 12

Date: 23/10/24

a) Echo client server

b) chat client server using TCP/IP

Aim:

a) Implement echo client server using ~~IP~~ TCP/UDP sockets.

client:

import socket

import time

def ping_server(host = '127.0.0.1', port = 12345):

socket.socket(socket.AF_INET,
socket.SOCK_DGRAM) as s:

~~try~~ try:

s.sendto(b"Hello", (host, port))

except s.timeout:

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 from {addr}:
{data.decode()}")

if __name__ == "__main__":
 start_server:

O/P python server.py

UDP, server running on 127.0.0.1:12345

Received message from ('127.0.0.1', 59290):
Hello

python client.py

Received ~~msg~~ reply from server: Hello, client

6) Implement ~~client~~ chat client server using TCP/UDP sockets:

chat_server.py

import socket

def server():

port = 12345

host = '127.0.0.1'

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

s.bind((host, port))

while (True):

d, add = s.recvfrom(1024)

print("client", d.decode())

a = input("Enter reply")

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

if (a == "end")

break

exit

Receiver 2.py:

import socket

import time

def server2(a):

host = '127.0.0.1'

port = 12345

~~with socket~~

with socket: socket(Socket.AF_INET, socket.SOCK-
STREAM) as s:

s.sendto(a.encode(), (host, port))

d, adder = s.recvfrom(1024)

print(d.decode())

~~while (True):~~

a = input("Enter Message")

if (a == "end"):

server2(0)
break

else:

server2(1)

O/P

python .\chat-server.py

Client {'hi'}

Enter Reply Hello

Client {"How are you"}

Enter reply : I'm fine

python .\server.py

Enter message hi

{'hello'}

Enter messages How are you

{'I'm fine'}

Enter Message.

Result :

Thus the program is executed successfully
and output is verified.