

NETWORK PROGRAMMING - SERVER & CLIENT B : FILE TRANSFER [G+](#)



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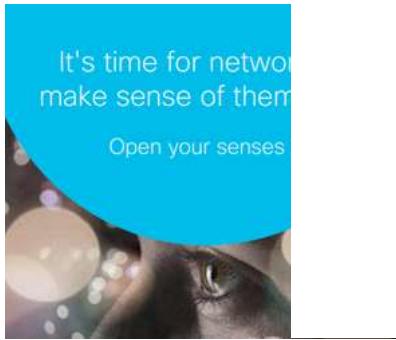
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Note

In this chapter, we're going to extend Python Network Programming I - Basic Server / Client A ([/python/python_network_programming_server_client.php](#)), and try to file transfer from a server to numerous clients. The main purpose is to check the performance of the server from which clients download files.



Local file transfer

Here is the code to send a file from a local server to a local client.

Python tutorial

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[Running Python Programs \(os,
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[Object Types - Numbers,
Strings, and None
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```

# server.py

import socket # Import socket module

port = 60000 # Reserve a port for your service.
s = socket.socket() # Create a socket object
host = socket.gethostname() # Get local machine name
s.bind((host, port)) # Bind to the port

s.listen(5) # Now wait for client connection.

print 'Server listening....'

while True:
    conn, addr = s.accept() # Establish connection with client.
    print 'Got connection from', addr
    data = conn.recv(1024)
    print('Server received', repr(data))

    filename='mytext.txt'
    f = open(filename,'rb')
    l = f.read(1024)
    while (l):
        conn.send(l)
        print('Sent ',repr(l))
        l = f.read(1024)
    f.close()

    print('Done sending')
    conn.send('Thank you for connecting')
    conn.close()

# client.py

import socket # Import socket module

s = socket.socket() # Create a socket object
host = socket.gethostname() # Get local machine name
port = 60000 # Reserve a port for your service.

s.connect((host, port))
s.send("Hello server!")

with open('received_file', 'wb') as f:
    print 'file opened'
    while True:
        print('receiving data...')
        data = s.recv(1024)
        print('data=%s', (data))
        if not data:
            break
        # write data to a file
        f.write(data)

f.close()
print('Successfully get the file')
s.close()
print('connection closed')

```

Output on a local server:

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```

Server listening....
Got connection from ('192.168.56.10', 62854)
('Server received', "'Hello server!'")
('Sent ', "11 1234567890\n"
...
('Sent ', "'4567890\n105
...
('Sent ', "'300 1234567890\n'")
Done sending

```

Output on a local client:

```

file opened
receiving data...
data=1 1234567890
2 1234567890
...
103 1234567890
104 123
receiving data...
data=4567890
105 1234567890
106 1234567890
...
299 1234567890

receiving data...
data=300 1234567890
Thank you for connecting
receiving data...
data=
Successfully get the file
connection closed

```

multithread tcp file transfer on localhost

Our server code above can only interact with one client. If we try to connect with a second client, however, it simply won't reply to the new client. To let the server interact with multiple clients, we need to use multi-threading. Here is the new server script to accept multiple client connections:

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- json.dump(s) and json.load(s)
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- Python Object Serialization -

```

# server2.py
import socket
from threading import Thread
from SocketServer import ThreadingMixIn

TCP_IP = 'localhost'
TCP_PORT = 9001
BUFFER_SIZE = 1024

class ClientThread(Thread):

    def __init__(self, ip, port, sock):
        Thread.__init__(self)
        self.ip = ip
        self.port = port
        self.sock = sock
        print " New thread started for "+ip+":"+str(port)

    def run(self):
        filename='mytext.txt'
        f = open(filename, 'rb')
        while True:
            l = f.read(BUFFER_SIZE)
            while (l):
                self.sock.send(l)
                #print('Sent ',repr(l))
                l = f.read(BUFFER_SIZE)
            if not l:
                f.close()
                self.sock.close()
                break

tcpsock = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
tcpsock.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, 1)
tcpsock.bind((TCP_IP, TCP_PORT))
threads = []

while True:
    tcpsock.listen(5)
    print "Waiting for incoming connections..."
    (conn, (ip, port)) = tcpsock.accept()
    print 'Got connection from ', (ip, port)
    newthread = ClientThread(ip, port, conn)
    newthread.start()
    threads.append(newthread)

for t in threads:
    t.join()

# client2.py
#!/usr/bin/env python

import socket

TCP_IP = 'localhost'
TCP_PORT = 9001
BUFFER_SIZE = 1024

s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.connect((TCP_IP, TCP_PORT))
with open('received_file', 'wb') as f:
    . . .

```

- pickle and json**
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- Python Object Serialization - yaml and json**
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- REST API : Http Requests for**

```

print 'file opened'
while True:
    #print('receiving data...')
    data = s.recv(BUFFER_SIZE)
    print('data=%s', (data))
    if not data:
        f.close()
        print 'file close()'
        break

    # write data to a file
    f.write(data)

print('Successfully get the file')
s.close()
print('connection closed')

```

Below is the output from the server console when we run two clients simultaneously:

```

$ python server2.py
Waiting for incoming connections...
Got connection from ('127.0.0.1', 55184)
New thread started for 127.0.0.1:55184
Waiting for incoming connections...
Got connection from ('127.0.0.1', 55185)
New thread started for 127.0.0.1:55185
Waiting for incoming connections...

```

tcp file download from EC2 to local

In the following codes, we made two changes:

1. ip switched to amazon ec2 ip
2. To calculate the time to take download a file, we import **time** module.

Humans with Flask
[\(/python/python-REST-API-Http-Requests-for-Humans-with-Flask.php\)](#)

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image library Pillow
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```

# server3.py on EC2 instance
import socket
from threading import Thread
from SocketServer import ThreadingMixIn

# TCP_IP = 'localhost'
TCP_IP = socket.gethostbyaddr("your-ec2-public_ip") [0]
TCP_PORT = 60001

BUFFER_SIZE = 1024

print 'TCP_IP=',TCP_IP
print 'TCP_PORT=',TCP_PORT

class ClientThread(Thread):

    def __init__(self,ip,port,sock):
        Thread.__init__(self)
        self.ip = ip
        self.port = port
        self.sock = sock
        print " New thread started for "+ip+":"+str(port)

    def run(self):
        filename='mytext.txt'
        f = open(filename,'rb')
        while True:
            l = f.read(BUFFER_SIZE)
            while (l):
                self.sock.send(l)
                #print('Sent ',repr(l))
                l = f.read(BUFFER_SIZE)
            if not l:
                f.close()
                self.sock.close()
                break

tcpsock = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
tcpsock.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, 1)
tcpsock.bind((TCP_IP, TCP_PORT))
threads = []

while True:
    tcpsock.listen(5)
    print "Waiting for incoming connections..."
    (conn, (ip,port)) = tcpsock.accept()
    print 'Got connection from ', (ip,port)
    newthread = ClientThread(ip,port,conn)
    newthread.start()
    threads.append(newthread)

for t in threads:
    t.join()

# client3.py on local machine
#!/usr/bin/env python

#!/usr/bin/env python

import socket
import time

#TCP_IP = 'localhost'

```

Python and C++ with SIP
(/python/python_cpp_sip.php)

PyDev with Eclipse
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Matplotlib
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Google App Hello World
(/python/GoogleApp/python_Goo

Google App webapp2 and WSGI
(/python/GoogleApp/python_Goo

Uploading Google App Hello
World
(/python/GoogleApp/python_Goo

Python 2 vs Python 3

```

TCP_IP = 'ip-ec2-instance'
TCP_PORT = 60001

BUFFER_SIZE = 1024

s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.connect((TCP_IP, TCP_PORT))

clock_start = time.clock()
time_start = time.time()

with open('received_file', 'wb') as f:
    print 'file opened'
    while True:
        #print('receiving data...')
        data = s.recv(1024)
        #print('data=%s', (data))
        if not data:
            f.close()
            print 'file close()'
            break
        # write data to a file
        f.write(data)

print('Successfully get the file')
s.close()
print('connection closed')

clock_end = time.clock()
time_end = time.time()

duration_clock = clock_end - clock_start
print 'clock: start = ',clock_start, ' end = ',clock_end
print 'clock: duration_clock = ', duration_clock

duration_time = time_end - time_start
print 'time: start = ',time_start, ' end = ',time_end
print 'time: duration_time = ', duration_time

```

Server console shows the following output after a connection from my local home machine:

```

$ python server3.py
TCP_IP= ec2-...
TCP_PORT= 60001
Waiting for incoming connections...
Got connection from ('108.239.135.40', 56742)
New thread started for 108.239.135.40:56742

```

The ip is isp's:

Geolocation data from IP2Location (Product: DB4 updated on 6/1/2015)				
IP Address	Country	Region	City	ISP
108.239.135.40	United States	California	Fair Oaks	At&t Internet Services

On my local mac:

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(/DevOps/AWS/aws_stopping_sta

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Checking if a process is
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Fabric - streamlining the use of
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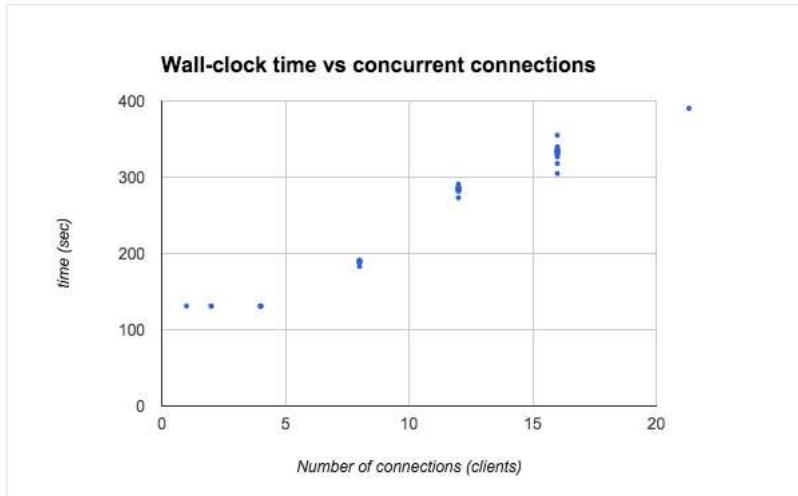
```
$ python client3.py
file opened
file close()
Successfully get the file
connection closed
clock: start = 0.018806 end = 0.038608
clock: duration_clock = 0.019802
time: start = 1434991840.37 end = 1434991840.42
time: duration_time = 0.0457620620728
```

File downloaded from EC2, **received_file** is simple, and it looks like this:

```
From EC2
1
2
3
4
5
6
7
8
9
```

Download time vs number of clients

Here is the output showing the wall-clock time depending on the number of concurrent connections:



Our server is located in California, and the following picture compares the download speed between US and Japan:

Ansible Quick Preview - Setting up web servers with Nginx, configure environments, and deploy an App
(/DevOps/Ansible/Ansible_Setting

Neural Networks with backpropagation for XOR using one hidden layer
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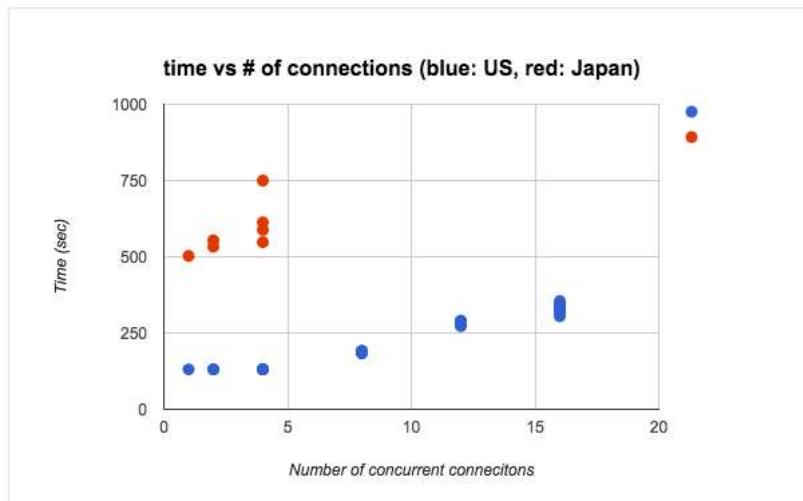
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Network Programming - Server & Client A : Basics

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[Note] Sources are available at
Github - Jupyter notebook files
(<https://github.com/Einsteinish/Artificial-Neural-Networks-with-Jupyter.git>)

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