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Computer Networks

Lab 2

Graphical user interface, text

Description automatically generatedServer

1. These lines of code set up the server to be connected to by a maximum of 2 clients on port 4000.

Text

Description automatically generated

1. Text

   Description automatically generatedOnce a client’s connection is accepted, their IP address is stored in the address variable and the “c” variable is used to communicate to them. The “name” variable is used for the purpose of greeting the client. In the client file they are instructed to enter their name, which is used to further identify them in further communication.
2. The while loop allows the server to constantly listen to incoming messages from the client. Messages are received in the “client\_message” variable and logged.

Client

Graphical user interface

Description automatically generated

1. This creates a client and connects it localhost port 4000 (the server).
2. Text

   Description automatically generatedThe client enters their name and it’s sent to the server. This is how the server greets the client.



1. Here, the user receives a greeting message from the server

Text

Description automatically generated

1. While the user is connected, they are able to send messages to the server.

Client and Server Communication

Text

Description automatically generated

Text

Description automatically generated