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Date

CHAT ECHO. CLIENT SERVER

Aim:

Implement chat client server
using TCP / UDP sockets.

Chat-server.py

import socket

def servonc():

Port = 12345

host = '127.0.0.1'

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

s.bind((host, port))

while (True):

a: add = s.recvfrom(1024)

print("client", a[0].decode('utf-8'))

a = input("Enter Reply")

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

if (a == "end"):

break

exit

occur()

client2.py

import socket

import time

```
def server(a):
    host='127.0.0.1'
    port=12345
    with socket.socket(socket.AF_INET,
                       socket.SOCK_DGRAM) as s:
        s.sendto(a.encode(),(host,port))
        d,addr=s.recvfrom(1024)
        print(f'd.decode()')
while(True):
    a=input("Enter message")
    if(a=="end"):
        recv2(a)
        break
    else:
        recv2(a)
```

Output:

```
Python .\chat-server.py
Client & friend
All: Enter Reply hello
Client "How are you"
Enter Reply I'm fine
```

```
Python .\recv.py -host2
```

```
Enter Message hi
```

```
& 'hello'
```

```
Enter message How are you
```

```
& I'm fine
```

```
Enter message
```

Result:

This the implementation of client server.
The client is successfully executed.