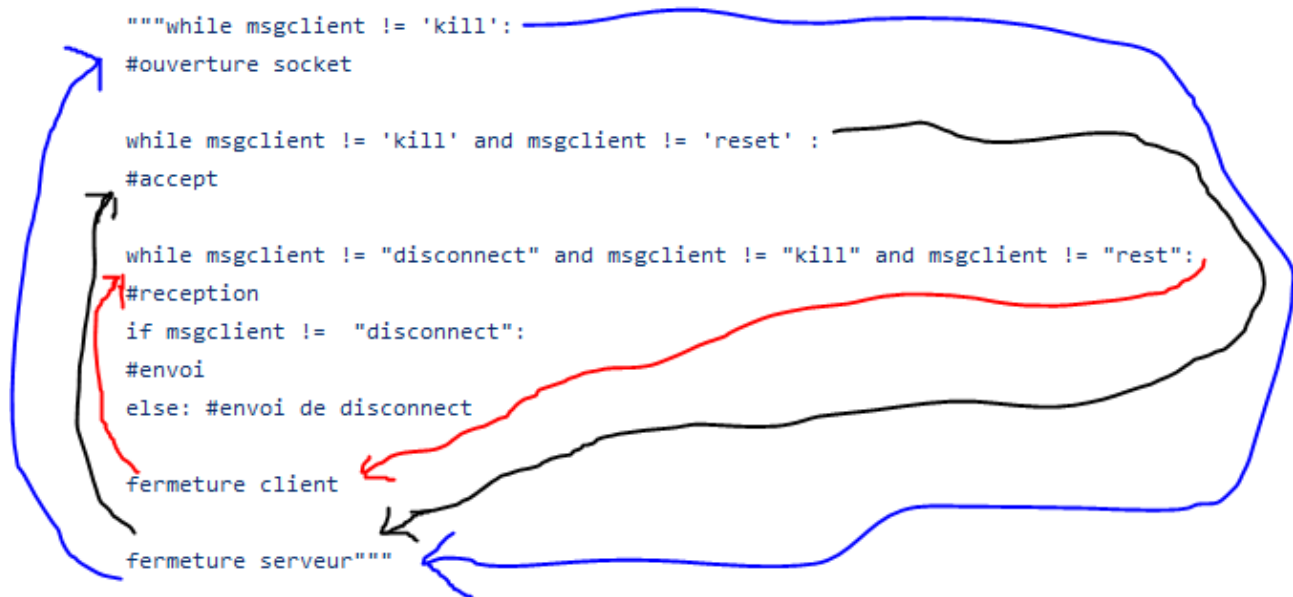


This document is here to present you the structure of the program.



As we can see, this code is build on 3 loop : open socket loop , accept socket loop and third loop is the loop of sending and recieving.

If you want to add socket option like more client or more security(only authorise a certain ip or name) , you need to write it in the firs loop.

```
-----
while message != "kill":

    host = "0.0.0.0" # "", "127.0.0.1
    port = 10000

    server_socket = socket.socket()
    server_socket.bind((host, port))
    server_socket.listen(1)
```

The second loop is here to accept the client.

```
while message != 'kill' and message != 'reset' :

    print('En attente du client')
    conn, address = server_socket.accept()
    print(f'Client connecté {address}')
```

The third loop is here to send and receive message and do certain command. You can add various option in this loop if you want more feature.

```
while message != "disconnect" and message != "kill" and message != "reset":  
  
    # Réception du message du client  
    msgclient = conn.recv(1024) # message en by  
    message = msgclient.decode()  
    print(f"Message du client : {message}")
```

I did a synchronous server and client where you can do operating system command and other command and save the machine's name and ip in a csv file. I didn't succeed at connecting the graphical interface to the client.