

Radical 12 b2

Q. Implement chat client server using TCP/UDP sockets.

chat server.py

```
import socket
```

```
def receiver():
```

```
    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")
```

```
        a = input("Enter Reply: ")
```

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

```
        if a == 'end':
```

```
            break
```

```
        exit
```

```
recv()
```

receiver.py

```
import socket
```

```
import time
```

```
def receiver(a):
```

```
    host = '127.0.0.1'
```

```
while True:
```

```
    a = input("Enter message")
```

```
    if a == "end":
```

```
        receiver(b)
```

```
        break
```

```
else:
```

```
    receive(a)
```

O/P:  
python .\chat.serv.py  
client { 'hi' }  
client { 'How are you?' }  
Enter reply I'm fine.

python .\recv.py  
Enter Message hi  
{ 'Hello' }  
Enter message How are you  
{ "I am fine" }  
Enter Message.

Result:

Thus the program was successfully executed and the output was verified.

W  
W