

EX NO: 12B

DATE:-

Practical - 12B

18/10/24

AIM:-

b) Implement chat client server using TCP/UDP sockets.

Sender PY:-

```
import socket
def server1():
```

```
    port = 12345
```

```
    host = '127.0.0.1'
```

```
    with socket.socket(socket.AF_INET,
                        socket.SOCK_STREAM) as
```

```
        s:
```

```
            s.bind((host, port))
```

```
    while True:
```

```
        data = s.recv(1024)
```

```
        print("client", id.decode())
```

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

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

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

```
            break
```

```
    exit
```

```
server1()
```

Receiver PY:

```
import socket
```

```
import time
```

```
def server2(a):
```

```
    host = '127.0.0.1'
```

```
    port = 12345
```

```
    with socket.socket(socket.AF_INET, socket.
                        SOCK_STREAM) as
```

```
        s:
            s.bind((host, port))
```

```
            data = s.recv(1024)
```

```
    while True:
```

a = input ("Enter Message")
if (a == "end"):
 return 2(a)
 break

else:
 return (a)

OUTPUT:-

Client:

Enter message Hello.

Server says: Hi there!

Server:

Client says: Hello

Enter Reply: Hi there!

RESULT:-

Thus chat client server using TCP/UDP sockets is implemented and executed successfully.