Chat Clint Server

Aim :-

The implement chat clint server using
TCP/IP socket

Code :

chat.py

```
import socket
import time
def server2(a):
    host = '127.0.0.1'
    Port = 12345
    with
    sockd.socket (socket.AF_INET, socket.SOCK - DGRAM) as s:
    s. sendto (a.encode ( ), host, Port ))
    d, addr = s. recform (1024)
    print ( Rd. decode (33)
while (True):
    a = input ("Enter Messaye ")
    if ( a == "end"):
        server2(a)
        break
    else:
        recvr 2(a)
```

Server.py
---

input socket

def server():

    port = 12345
    host = '127.0.0.1'
    with socket socket (socket. AF-FNET, socket.SOCK-DGRAM) as s:

        s.bind ((host, port))
        while (True):

            d, address.recvfrom (1024)
            print ("client", d.decode ())
            a = input (' Enter Reply'')
            s.send to (a. encode (), add)
            if (a == 'end'):

                break
                exit

server().

Output:-

Server.py :-

        UDP Server running on 127.0.0.1: 12345

Client.py :-

        menye sent to server.

Server terminal:-

        Reverd message from ('127.0.0.1", 5600>?: Helu.

Result:
        Thus, the program is successfully executed and the
output is verified.