Client Server Socket Programming

CN CSL317

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Requirements Install python in your environment if not already installed:

pip install python

Libraries

```
import socket
import errno
import sys
import select
import threading
```

How To Run

- Each of the server files can be run using: python serverx.py
 "host" "port"
- Client files can be run using: python client.py "host" "port"
 For Example

- 1. Client.py: python client.py [ip] [port]
- 2. Server1.py: python server1.py [ip] [port]
- 3. Server2.py: python server2.py [ip] [port]
- 4. Server3.py: python server3.py [ip] [port]
- 5. Server4.py: python server4.py [ip] [port]

For each server (1/2/3/4), first run the server.py file and then the client.py files

For server1

Server1.py: python server1.py [ip] [port]

Client.py: python client.py [ip] [port]

Respectively for running server 2, 3,4.

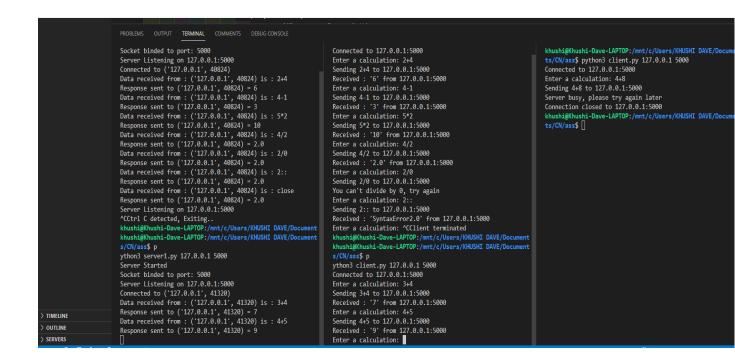
Demo

Server1

server1.py: server program "server1.py" is a single process server that can handle only one client at a time. If a second client tries to chat with the server while some other client's session is already in progress, the second client's socket operations sees an error. After the first client closes the connection, the server should then accept connections from the other clients.

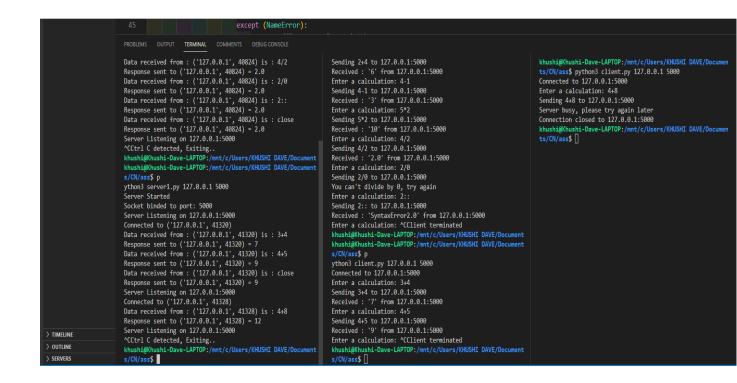
```
| Response sent to ('127.0.0.1', 40824) - 10 |
| Data received from ('127.0.0.1', 40824) - 10 |
| Data received from ('127.0.0.1', 40824) - 20 |
| Data received from ('127.0.1', 40824) - 20 |
| Data received from ('127.0.1', 40824) - 2.0 |
| Sensonse sent to ('127.0.1', 40824) - 2.0 |
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| Sens
```

Left console: server1.py, Right console: first client

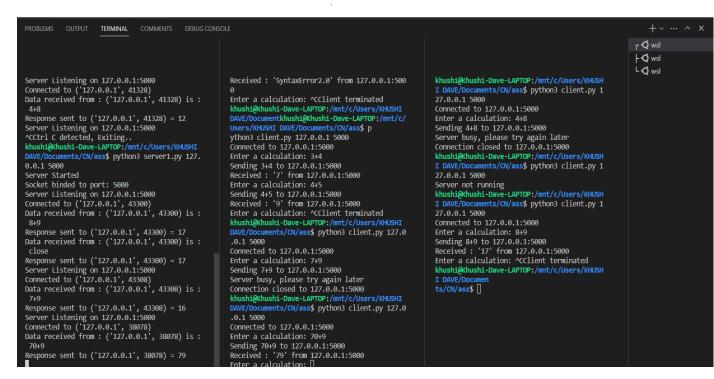


right most - 2nd client terminated

If that does'nt work, there is timeout provided in client, which wait for 4 seconds and if it doesn't receive any response it terminates. Connection is closed when client closes the connection.



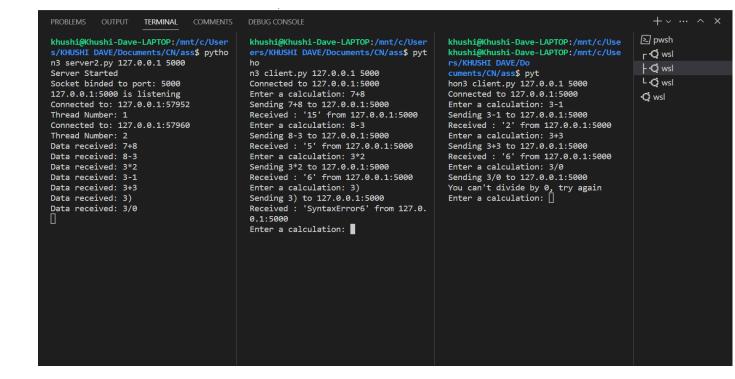
The server shows the result of query of client2 on terminating client 1

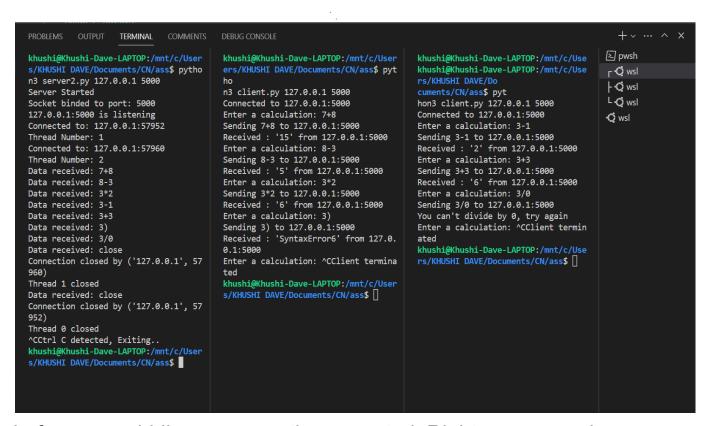


On terminating client1 another client is able to connect

Server2.py

server2.py: server program "server2.py" is a multi-threaded server that created a new thread for every new client request it receives. Multiple clients is being able to simultaneously chat with the serve





Left:server middle: concurrently connected, Right: concurrently connected,

valid input Each connection spawns it's own thread and engages the client.

Connection is closed when client closes the connection.

khushi@Khushi-Dave-LAPTOP:/mnt/c/Users/KHUSHI DAVE/Documents/CN/ass\$ pytho n3 server2.py 127.0.0.1 5000
Server Started
Socket binded to port: 5000
127.0.0.1:5000 is listening
Connected to: 127.0.0.1:37336
Thread Number: 1
Data received: 3+3

Connected to: 127.0.0.1:42598

Thread Number: 2
Data received: 3+0

khushi@Khushi-Dave-LAPTOP:/mnt/c/User s/KHUSHI DAVE/Documents/CN/ass\$ pytho n3 client.py 127.0.0.1 5000 Connected to 127.0.0.1:5000 Enter a calculation: 3+3 Sending 3+3 to 127.0.0.1:5000 Received: '6' from 127.0.0.1:5000

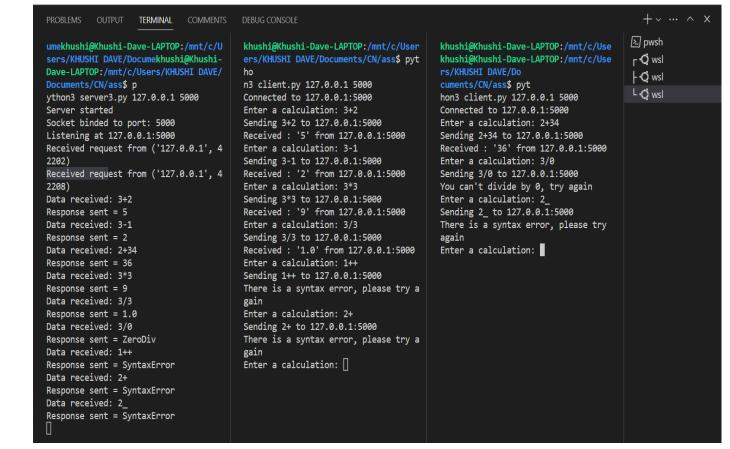
Received : '6' from 127.0.0.1:5000 Enter a calculation:

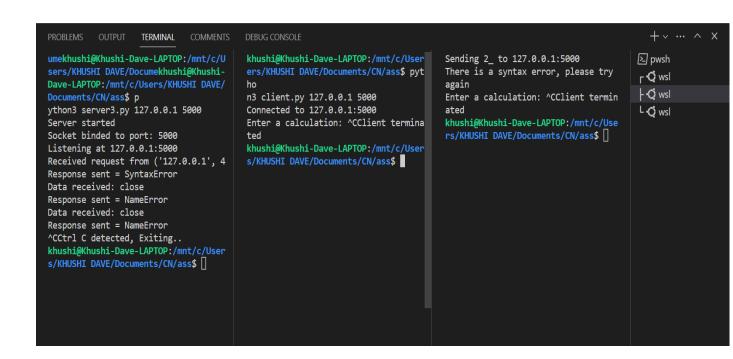
khushi@Khushi-Dave-LAPTOP:/mnt/c/Use rs/KHUSHI DAVE/Documents/CN/ass\$ pyt hon3 client.py 127.0.0.1 5000 Connected to 127.0.0.1:5000 Enter a calculation: 3+0 Sending 3+0 to 127.0.0.1:5000 Received: '3' from 127.0.0.1:5000

Enter a calculation:

Server3.py

server3.py: server program "server3.py" is a single process server that uses the "select" method to handle multiple clients concurrently.





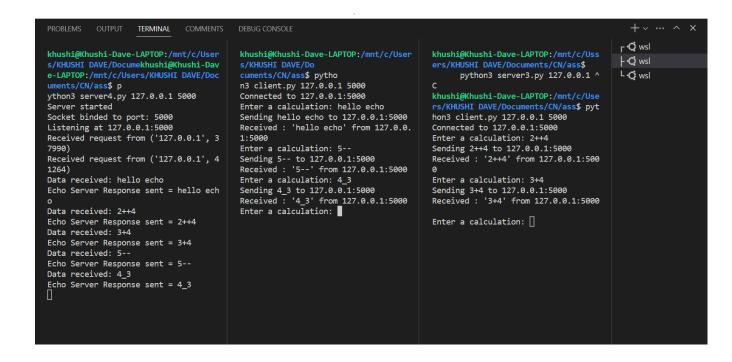
left: server2.py middle: concurrently connected client, Right: concurrently connected client,

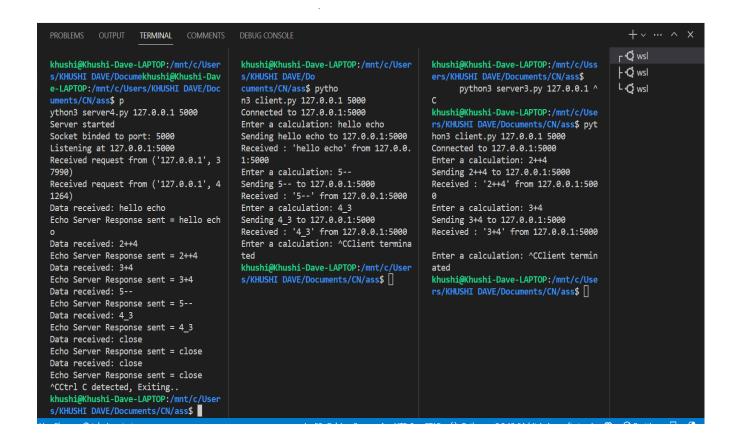
- Every socket is added to the buffer including server socket.
- Socket is selected using select function.
 - If socket is server
 - * We accept the connection in it and append it to
 - If socket is client data is taken from the socket
 - * If data is present, output is sent,
 - * If data is not present then the socket is removed from buffer and connection is closed.

Server4.py

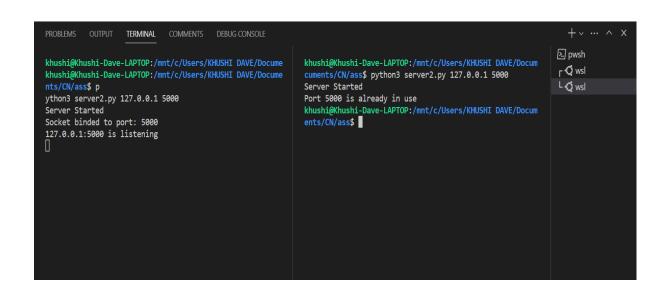
buffer.

server4.py :Server program "server4.py" is an echo server that replies the same message to the client that was received from the same client, it will be a single process server that uses the "select" method to handle multiple clients concurrently





Port already in use handled



Invalid Arguments case handled

```
khushi@Khushi-Dave-LAPTOP:/mnt/c/Users/KHUSHI DAVE/Docum
ents/CN/ass$ python3 server2.py 127.0.0.1
Invalid Arguments: python server2.py 'address' 'port'
khushi@Khushi-Dave-LAPTOP:/mnt/c/Users/KHUSHI DAVE/Docum
ents/CN/ass$
```

Expression evaluation

For evaluating the mathematical expression the string is simply passed to eval() function available with python, so the server is capable to solving any type of equation.