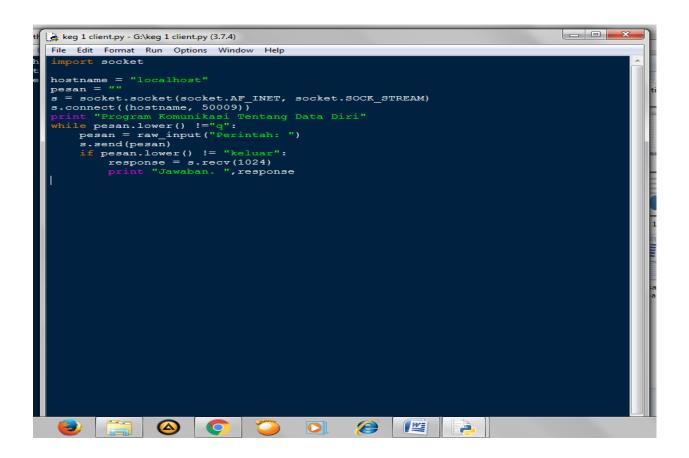
PRAKTIKUM ALGORITMA DAN PEMOGRAMAN PYHTON

Nama/NIM : Feliya Anisaa W

KEGIATAN 1



```
File Edit Format Run Options Window Help
Imposed socket

s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.bind((", 50009))
s.listn(5)
s.listn(19)
s.listn(1
```

KEGIATAN 2

```
keg 2 client.py - G:\keg 2 client.py (3.7.4)
                                                                                                                                   File Edit Format Run Options Window Help
     hostname= "localhost"
    hostname= "localhost"
pesan=""
s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.connect((hostname,50006))
.
     print "Program Komunikasi Tentang Server"
while pesan.lower()!="quit":
    pesan = raw_input("command: ")
    s.send(pesan)
    if pesan.lower() == "quit":
        s.close()
        break
•
...
     break
elif pesan.lower()!="quit":
    response= s.recv(1024)
    print "response:",response
s.close()
О
<u>¥</u>
_ _ _ _ Z
       CALD3
```

```
| Seed | Server.py - Games | G
```

KEGIATAN 3