

# Assignment #1 : Socket Programming in Python

□ Due : 4/27

□ Project description

1. Read out and implement the example Python codes right as in section 2.7 of the text.
2. Implementation of simple four (+ − × ÷) arithmetic by using socket functions in Python both in TCP and UDP.
  - Client side: receives a string from keyboard (e.g., 2 + 3 = ) and sends it to the server; then receives its result string (e.g., 2 + 3 = 5) from the server and displays it on the screen.
  - Server side: receives a query string from the client (e.g., 2 + 3 =), parses and calculates it, and sends the result string (e.g., 2 + 3 = 5) back to the client.

Note: You may use the local IP address (127.0.0.1) for a server host within a single (i.e., client) host, if running client and server processes on different hosts is hard to set up.