

# Assignment - 3

```
server.py - Sec3 - Visual Studio Code
server.py U X client.py U
server.py > ...
1 import socket
2 import threading
3
4 clients = []
5 usernames = []
6
7 s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
8 Host = socket.gethostname()
9 Port = 1235
10 s.bind((Host, Port))
11 s.listen(5)
12
13 def broadcast(msg):
14     for client_socket in clients:
15         client_socket.send(msg)
16
17 def handle(client_socket):
18     while True:
19         try:
20             message = client_socket.recv(1824)
21             broadcast(message)
22         except:
23             index = clients.index(client_socket)
24             clients.remove(client_socket)
25             unused_username = usernames[index]
```

```
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server.py U X client.py U
server.py > ...
18 while True:
19     try:
20         message = client_socket.recv(1824)
21         broadcast(message)
22     except:
23         index = clients.index(client_socket)
24         clients.remove(client_socket)
25         unused_username = usernames[index]
26         print(f'{unused_username} left the Chatroom')
27         usernames.remove(unused_username)
28         break
29 def receive():
30     while True:
31         client_socket, address = s.accept()
32         print(f'Connection to {address} established')
33         message = client_socket.send('connected'.encode('utf-8'))
34         username = client_socket.recv(1024).decode('utf-8')
35         usernames.append(username)
36         clients.append(client_socket)
37         print(f' {username} joined the chatroom ')
38         broadcast(f'{username} joined the chatroom successfully'.encode('utf-8'))
39         t1 = threading.Thread(target=handle, args=(client_socket,))
40         t1.start()
41
42 receive()
```

```
client.py - Sec3 - Visual Studio Code
server.py U client.py U X
client.py > ...
1 import socket
2 import threading
3
4 client = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
5 Host = socket.gethostname()
6 Port = 1235
7 client.connect((Host, Port))
8 username = input("u joined the chat roem,plz enter ur username: \n")
9
10
11 def receive() :
12     while True:
13         message = client.recv(1024).decode('utf-8')
14         if message == "connected":
15             client.send(username.encode('utf-8'))
16         else:
17             print(message)
18
19 def typing () :
20     while True:
21         msg = f'{username} : {input("")}'
22         client.send(msg.encode('utf-8'))
23
24
25 t_rec = threading.Thread (target = receive)
```

```
PowerShell
PS D:\College\Sems\Semester 8\Network Programming\Network Programming Secti
on\Sec3> py server.py
Connection to ('192.168.16.2', 61854) established
User1 joined the chatroom
Connection to ('192.168.16.2', 61865) established
User2 joined the chatroom

PS D:\College\Sems\Semester 8\Network Programming\Network Programming Secti
on\Sec3> py client.py
u joined the chat roem,plz enter ur username:
User1
User1 joined the chatroom successfully
User2 joined the chatroom successfully
User2 : Helllllllllllllllo
How u doin
User1 : How u doin

PS D:\College\Sems\Semester 8\Network Programming\Network Programming Secti
on\Sec3> py client.py
u joined the chat roem,plz enter ur username:
User2
User2 joined the chatroom successfully
Helllllllllllllllo
User2 : Helllllllllllllllo
User1 : How u doin
```