**web-client\_server – Python**

**https://github.com/NicholasTec/web-client\_server.git**

**V0.1**

**Server**

|  |
| --- |
| # Import socket module  import socket  import sys  # server ip addr assigned by router  ip = '127.0.0.1'  # default port for socket  port = 9080  def initServer():  try:  skt = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)  print("Socket was created!")  skt.bind((ip, port))  print("socket binded to %s" % (port))  except socket.error as err:  print("[!!Server Error!!] %s" % (err))  sys.exit(-1)  return skt  def listenClient():  skt.listen(1)  print("socket is listening...")  # Establish connection with client.  client, addr = skt.accept()  print('Conneted with client:', addr)  # send feedback to client  client.send(  '[Server 9080]Message: Connected! Hope to serve you again!'.encode())  # Close connection  client.close()  print("Client disconnected!")  print("##############################")  if \_\_name\_\_ == '\_\_main\_\_':  skt = initServer()  while True:  listenClient() |

**CLient**

|  |
| --- |
| # Client  # Import socket module  import socket  # server info  host = '127.0.0.1'  port = 9080  def connect():  # create socket  skt = socket.socket()  # connect to server  skt.connect((host, port))  # receive feedback from server  print(skt.recv(1024).decode())  # close connection  skt.close()  if \_\_name\_\_ == '\_\_main\_\_':  connect() |