

First Socks

Side

It doesn't make much sense to try and make a phone call to someone who doesn't have a phone.. Same with sockets.. We first need an actual socket server with which to connect

Also, socket should be pre-installed (Cause it's actually needed for pip..) So let's start:

`server.py`

```
import socket
```

[E] : If you're used to vscode / code-oss and have the relevant extensions, you should see the suggestion pop-up..

The class

I have perceived that if you have been following along in this series, that I need not explain the need for OOP. So, feel free to browse the world's greatest "window into the machine" also known as google.

```
def __init__(
```

`INT` : # ? [SEG-01]

In the init function, we will create and configure our socket.. For this particular example we will be using `socket.socket(socket.AF_INET, socket.SOCK_STREAM)`. `AF_INET` -> This address family provides interprocess communication between processes that run on the same system or on different systems.

`SOCK_STREAM` is the Internet domain. `SOCK_STREAM` type is implemented using Transmission Control Protocol (TCP/Internet Protocol (IP)). protocol. A stream socket provides for the bidirectional, reliable, sequenced, and unduplicated flow of data without record boundaries. [NOTE] : So, in NutShell; we're saying we want to use TCP/IP. From "client" to 'call', us we're going to 'registered' or 'server'.

```
self.ServSock = socket.socket(socket.AF_INET, socket.SOCK_STREAM) self.Host = '127.0.0.1' self.Port = 8000 # Google says to use port 80, but this is ok self.ADDR = (self.Host, self.Port)
```