Assignment #1 : Socket Programming in Python

❑ Due : 5/18 24:00

❑ Project description: Implementation of a simple calculator including $+ - \times \div$ by using socket functions in Python both in TCP and UDP.
- Client side
    1. implement GUI for a simple calculator
        - by using *tkinter* which is inherently embedded in Python, or
        - by installing *PyQt5* or by using Visual Studio
    2. send a query string from the calculator (e.g., 2 + 3) to the server
    3. receives the result (e.g., 5) from the server and displays it on the calculator
- Server side: receives a query string from the client (e.g., 2 + 3), parses and calculates it, and sends the result (e.g., 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.