

TCP *TEXT TRANSFER*

SERVER:-

```
import socket

server_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
server_IP = 'localhost'
PORT_NO = 5600
server_socket.bind((server_IP, PORT_NO))
server_socket.listen(1)
print("Waiting for Connection...")

conn, addr = server_socket.accept()
print("Connected...")

while True:
    message = conn.recv(1024).decode('utf-8')
    if message.lower() == 'bye':
        print("\nExiting the connection")
        break
    print("Client :", message)
    message = input("YOU = ")
    conn.sendall(message.encode('utf-8'))

conn.close()
```

CLIENT:-

```
import socket

client_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
server_IP = 'localhost'
PORT_NO = 5600
client_socket.connect((server_IP, PORT_NO))
print("Connected to the server...")

while True:
    message = input("YOU = ")
    client_socket.sendall(message.encode('utf-8'))

    if message.lower() == 'bye':
        print("\nExiting the connection")
        break

    response = client_socket.recv(1024).decode('utf-8')
    print("Server:", response)

client_socket.close()
```

OUTPUT:-

SERVER:-

```
PS D:\C++ Codes\5th sem\CNS> python .\textServer_tcp.py
```

Waiting for Connection...

Connected...

Client : hi

YOU = hello

Client : how r u

YOU = good

Exiting the connection...

CLIENT:-

```
PS C:\Users\manis\OneDrive\Desktop\TE\CNS> python TCP_client.py
```

Connected to the server...

YOU = hi

Server: hello

YOU = how r u

Server: good

YOU = bye

Exiting the connection...