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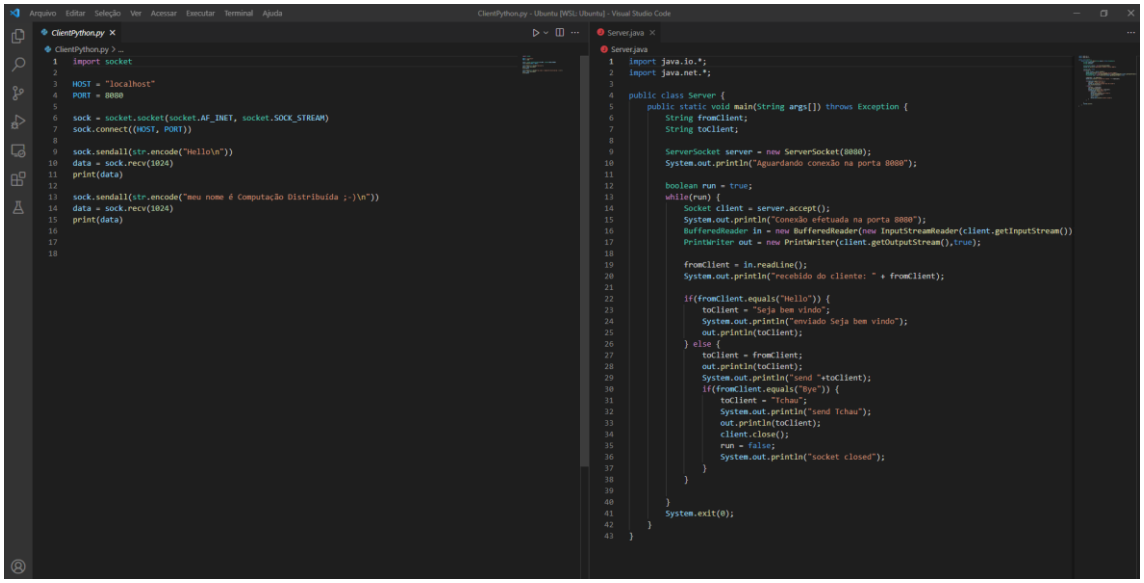
P.1.

Códigos (como passados):

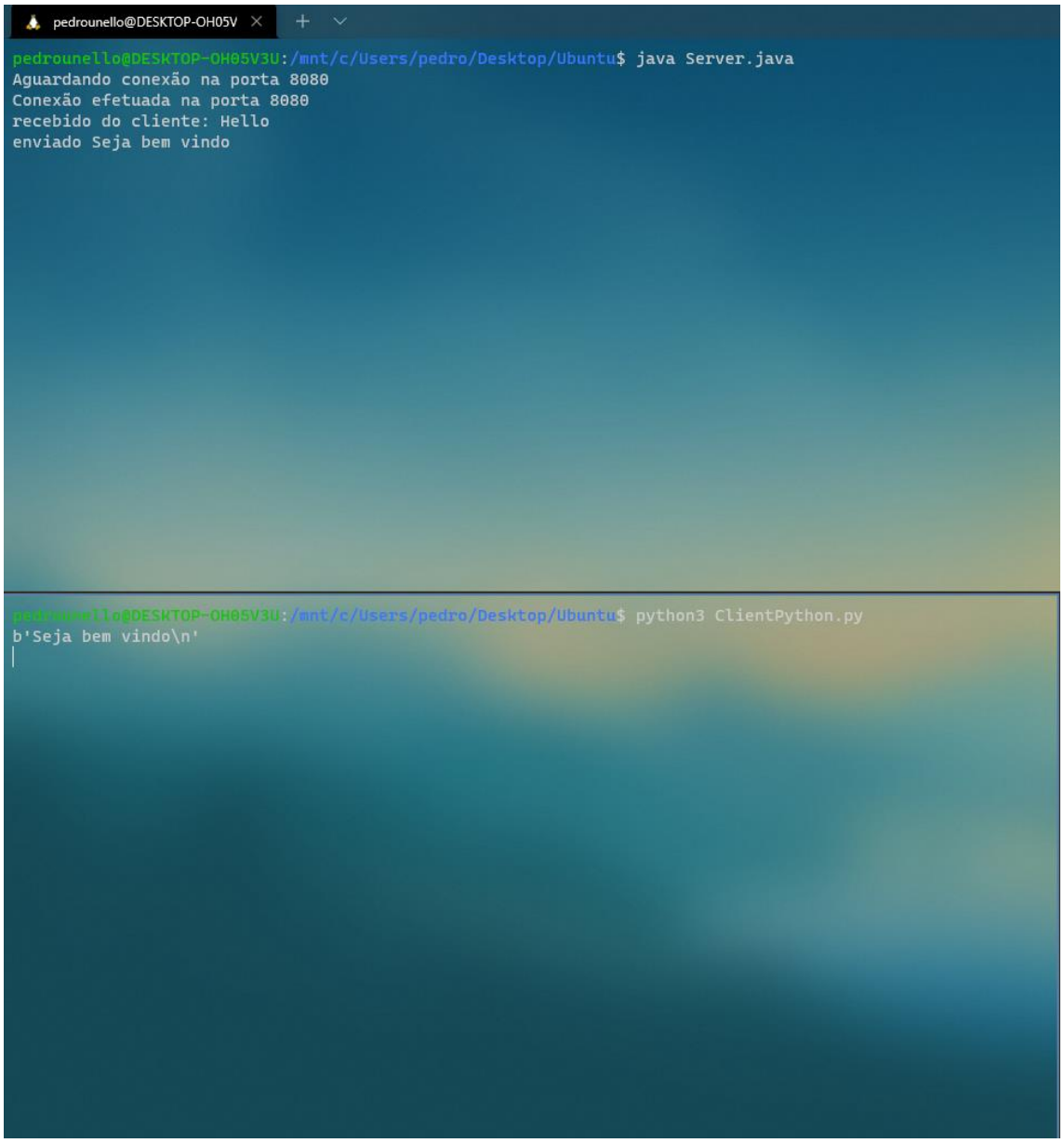


```python
import socket

HOST = "localhost"
PORT = 8080

sock = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
sock.connect((HOST, PORT))

sock.sendall(str.encode("Hello\n"))
data = sock.recv(1024)
print(data)

sock.sendall(str.encode("meu nome é Computação Distribuída ;-)\n"))
data = sock.recv(1024)
print(data)
```

Server.java

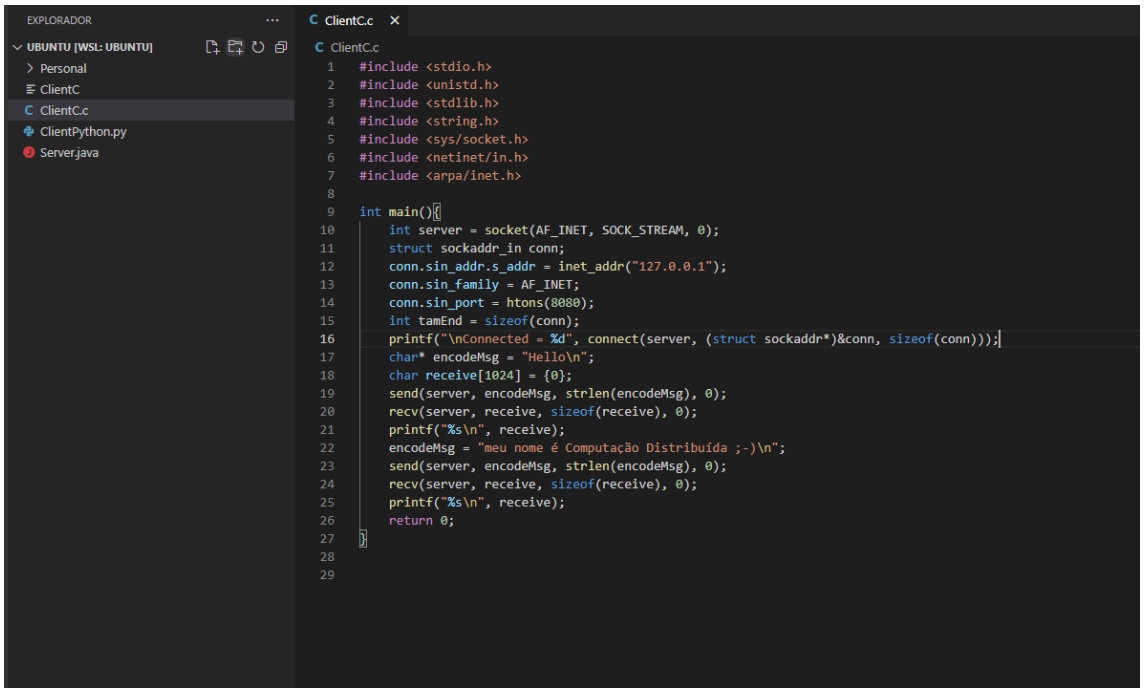
```
        boolean run = true;
        while(run) {
            Socket client = server.accept();
            System.out.println("Conexão efetuada na porta 8080");
            BufferedReader in = new BufferedReader(new InputStreamReader(client.getInputStream()));
            PrintWriter out = new PrintWriter(client.getOutputStream(),true);

            fromClient = in.readLine();
            System.out.println("recebido do cliente: " + fromClient);

            if(fromClient.equals("Hello")) {
                toClient = "Seja bem vindo";
                System.out.println("enviado Seja bem vindo");
                out.println(toClient);
            } else {
                toClient = fromClient;
                out.println(toClient);
                System.out.println("send "+toClient);
                if(fromClient.equals("Bye")) {
                    toClient = "Tchau";
                    System.out.println("send Tchau");
                    out.println(toClient);
                    client.close();
                    run = false;
                    System.out.println("socket closed");
                }
            }

        }
        System.exit(0);
    }
}
```

Execução (WSL-ubuntu):

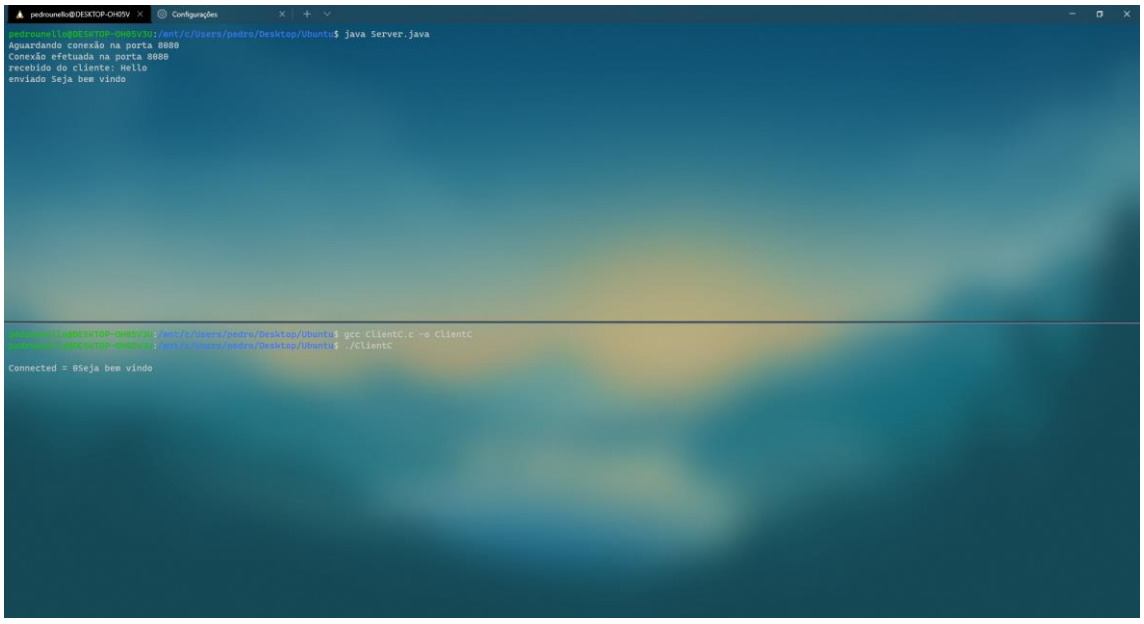


P.2.

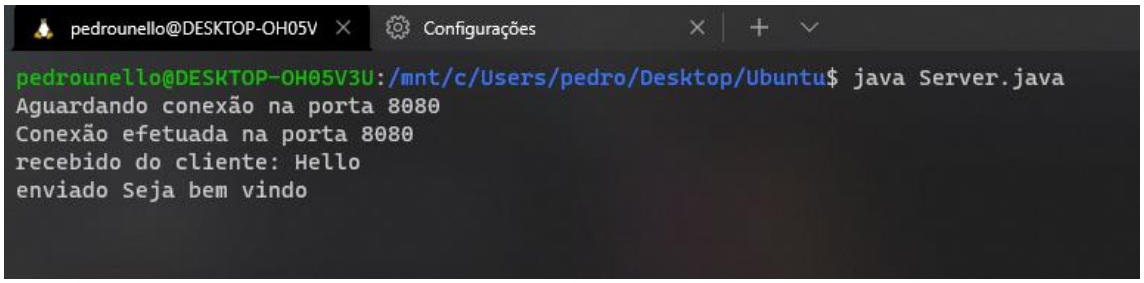
Código (em C):



Execução (WSL):



Resposta no java.



Console do C (connected = 0 é confirmação de conexão).

```
pedrounello@DESKTOP-OH05V3U:/mnt/c/Users/pedro/Desktop/Ubuntu$ gcc ClientC.c -o ClientC
pedrounello@DESKTOP-OH05V3U:/mnt/c/Users/pedro/Desktop/Ubuntu$ ./ClientC

Connected = 0Seja bem vindo
```