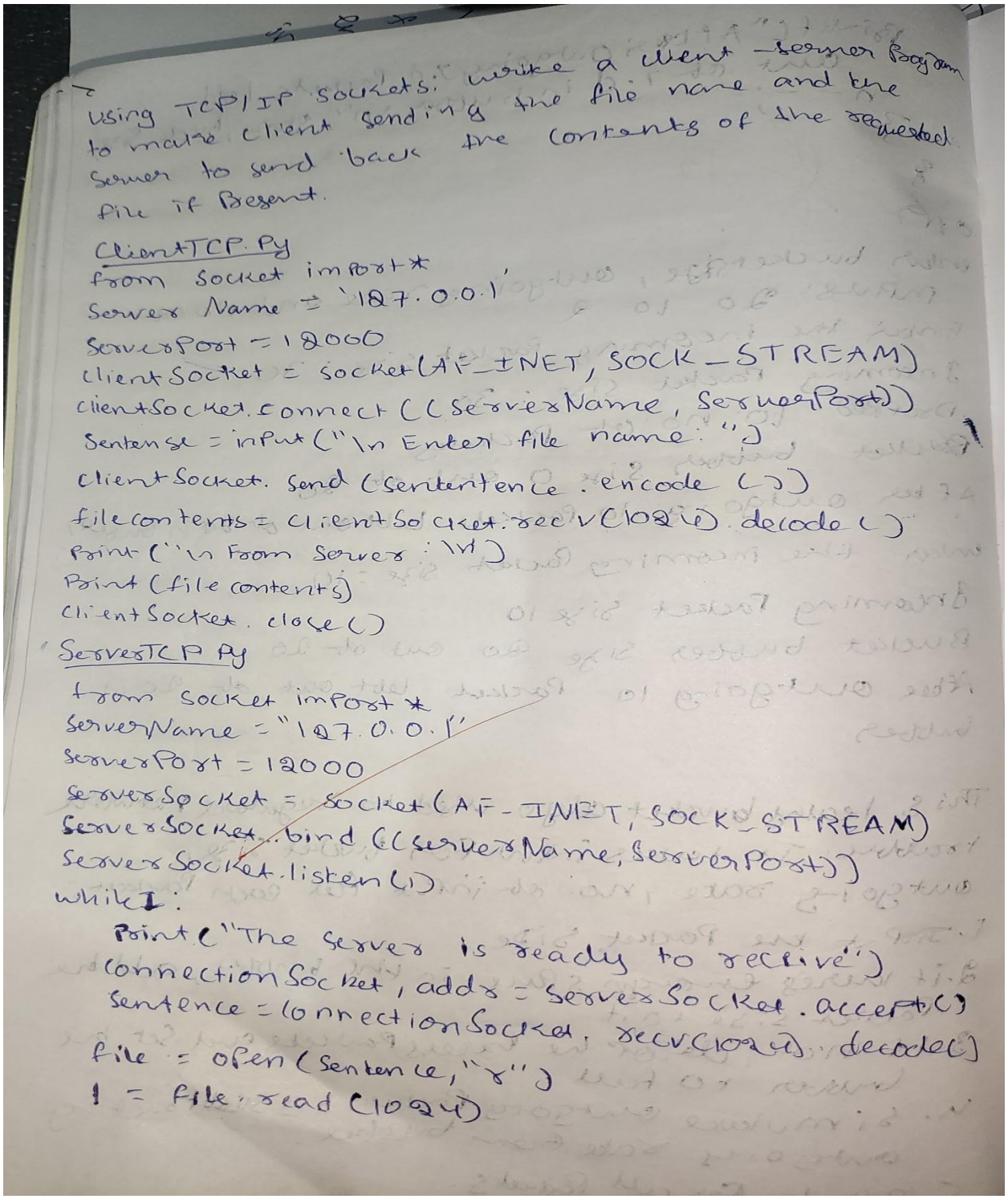
Using TCP/IP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.



Using TCP/IP sockets: write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.

ClientTCP.Py

```
from socket import*
serverName = '127.0.0.1'
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_STREAM)
clientSocket.connect((serverName, serverPort))
Sentense = input("\n Enter file name: ")
clientSocket.send(Sententence.encode())
fileContents = clientSocket.recv(1024).decode()
print("\n From Server: \n")
print(fileContents)
clientSocket.close()
```

ServerTCP.Py

```
from socket import*
serverName = "127.0.0.1"
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_STREAM)
serverSocket.bind((serverName, serverPort))
serverSocket.listen(1)
while 1:
    Print("The server is ready to receive")
    connectionSocket, addr = serverSocket.accept()
    Sentence = connectionSocket.recv(1024).decode()
    file = open(Sentence, "r")
    l = file.read(1024)
```

```
connectionSocket.send(l.encode())
Print("In Sent contents of ' + sentence)
file.close()
connectionSocket.close()
```

Output:

Run the serverTCP.py

The server is ready to receive

Run the clientTCP.py

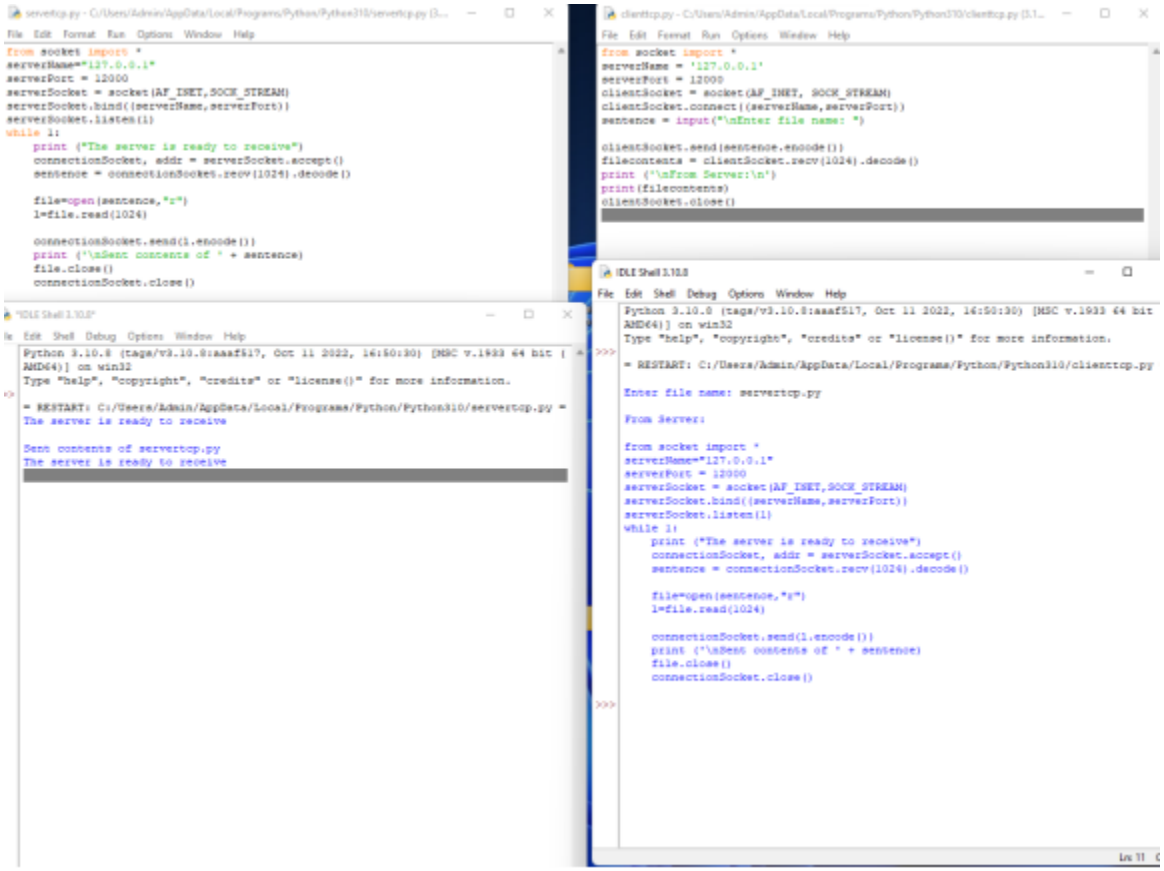
Enter file name: serverTCP.py

From server:

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
serverSocket = socket(AF_INET,SOCK.
```

The contents of server file is shown.

Output:


servertcp.py - C:\Users\Admin\AppData\Local\Programs\Python\Python310\servertcp.py (3...
File Edit Format Run Options Window Help
from socket import *
serverName="127.0.0.1"
serverPort = 12000
serverSocket = socket(AF_INET,SOCK_STREAM)
serverSocket.bind((serverName,serverPort))
serverSocket.listen(1)
while 1:
print ("The server is ready to receive")
connectionSocket, addr = serverSocket.accept()
sentence = connectionSocket.recv(1024).decode()
file=open(sentence,"r")
l=file.read(1024)
connectionSocket.send(l.encode())
print ('\nSent contents of ' + sentence)
file.close()
connectionSocket.close()
clienttcp.py - C:\Users\Admin\AppData\Local\Programs\Python\Python310\clienttcp.py (3.1...
File Edit Format Run Options Window Help
from socket import *
serverName = '127.0.0.1'
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_STREAM)
clientSocket.connect((serverName,serverPort))
sentence = input("\nEnter file name: ")
clientSocket.send(sentence.encode())
filecontents = clientSocket.recv(1024).decode()
print ('\nFrom Server:\n')
print(filecontents)
clientSocket.close()
IDLE Shell 3.10.8
File Edit Shell Debug Options Window Help
Python 3.10.8 (tags/v3.10.8:aaaf517, Oct 11 2022, 16:50:30) [MSC v.1933 64 bit (
AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
= RESTART: C:/Users/Admin/AppData/Local/Programs/Python/Python310/servertcp.py =
The server is ready to receive
Sent contents of servertcp.py
The server is ready to receive
IDLE Shell 3.10.8
File Edit Shell Debug Options Window Help
Python 3.10.8 (tags/v3.10.8:aaaf517, Oct 11 2022, 16:50:30) [MSC v.1933 64 bit
AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
= RESTART: C:/Users/Admin/AppData/Local/Programs/Python/Python310/clienttcp.py
Enter file name: servertcp.py
From Server:
from socket import *
serverName="127.0.0.1"
serverPort = 12000
serverSocket = socket(AF_INET,SOCK_STREAM)
serverSocket.bind((serverName,serverPort))
serverSocket.listen(1)
while 1:
print ("The server is ready to receive")
connectionSocket, addr = serverSocket.accept()
sentence = connectionSocket.recv(1024).decode()
file=open(sentence,"r")
l=file.read(1024)
connectionSocket.send(l.encode())
print ('\nSent contents of ' + sentence)
file.close()
connectionSocket.close()