

TCP / UDP

a) Implement echo client server using TCP/UDP sockets :

Client :

```
import socket
import time
```

```
def ping_server (host = '127.0.0.1', port = 12345):
    with socket.socket (socket.AF_INET,
                        socket.SOCK_DGRAM) as s:
```

```
    try:
```

```
        s.sendto (b "Hello", (host, port))
```

```
    except s.timeout:
```

```
        print ("Request timed out")
```

```
if __name__ == "__main__":
```

```
    ping_server ()
```

server :

```
import socket
```

```
def start_server (host = '127.0.0.1', port = 12345):
```

```
    with socket.socket (AF_INET, socket.SOCK_DGRAM)
        as s:
```

```
        s.bind ({host, port})
```

```
        print (f "UDP server running on {host}, {port}")
```

```
    while True:
```

```
        data, addr = s.recvfrom (1024)
```

```
print(f"Received from {addr} : {data.decode()}"
```

```
if __name__ == "__main__":  
    start_server()
```

Output :

python server.py

VDI server running on 127.0.0.12345

Received message from ('127.0.0.1', 59290) : Hello

python client.py

Received reply from server: Hello, client

2b)

Chat :

chat-server.py :

```
import socket
```

```
def server():
```

```
    port = 12345
```

```
    host = '127.0.0.1'
```

```
    with socket.socket(AF_INET, socket.SOCK_STREAM)
```

```
        as s:
```

```
            s.bind((host, port))
```

```
            while True:
```

```
                d, addr = s.recvfrom(1024)
```

```
                print(f"Client: {d.decode()}")
```

```
                a = input("Enter reply: ")
```

```
s.sendto (a.encode(), add)
```

```
if (a == "end")
```

```
    break
```

```
    exit
```

```
recv()
```

```
recv.py
```

```
import socket
```

```
import time
```

```
def recv2(a):
```

```
    host = "127.0.0.1"
```

```
    port = 12345
```

```
    with socket.socket(socket.AF_INET, socket.SOCK_
       _DGRAM) as s:
```

```
        s.sendto (a.encode(), (host, port))
```

```
        d, addr = s.recvfrom(1024)
```

```
        print ({d.decode()})
```

```
    while True:
```

```
        a = input("Enter Message")
```

```
        if (a == "end")
```

```
            recv2(a)
```

```
            break
```

```
        else
```

```
            recv2(a)
```

Output:

```
python chat - serv.py
```

```
client {'hi'}
```

```
Enter Reply hello
```

```
client { "How are you" }  
Enter Reply I am fine  
python recvr.py  
Enter Message Hi  
{ 'hello' }  
Enter Message How are you  
{ "I am fine" }
```

~~Out~~ Result :

Thus, the python program to implement TCP/UDP sockets and chat application has been implemented successfully.

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