COMPUTER NETWORKS LAB 5

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CSE A

1) Write server and client programs using socket API

Code:

```python
import socket

c=socket.socket()

c.connect(('localhost',2500))

current_time = c.recv(1024).decode()

print(current_time)

with open('mytxt.txt','a') as f :

    while True:

        data = c.recv(2048).decode()

        print(data)

        if not data:

            break

f.close()

c.close()


import socket

import time

s = socket.socket()

print("socket created")
```

```python
s.bind(('localhost',2500))

s.listen(30)

print("Waiting for the connection")

fn = open('mytxt.txt','r')

st=fn.read(2000)

while True:

    c,addr = s.accept()

    curtime = time.ctime(time.time())

    print("succesfully connected" , addr)

    c.send(bytes(curtime,'utf-8'))

    c.send(bytes(st,'utf-8'))

    fn.close()

    c.close()
```

Output:

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Data trasmission occurs between a transmitter & receiver via some medium.