In [3]:
```python
# Python3 program imitating a client process

from timeit import default_timer as timer
from dateutil import parser
import threading
import datetime
import socket
import time


# client thread function used to send time at client side
def startSendingTime(slave_client):

        while True:
                # provide server with clock time at the client
                slave_client.send(str(
                                        datetime.datetime.now()).encode())

                print("Recent time sent successfully",
                                                                            end =
                time.sleep(5)


# client thread function used to receive synchronized time
def startReceivingTime(slave_client):

        while True:
                # receive data from the server
                Synchronized_time = parser.parse(
                                        slave_client.recv(1024).decode())

                print("Synchronized time at the client is: " + \
                                                            str(Synchroniz
                                                            end = "\n\n")


# function used to Synchronize client process time
def initiateSlaveClient(port = 8080):

        slave_client = socket.socket()

        # connect to the clock server on local computer
        slave_client.connect(('127.0.0.1', port))

        # start sending time to server
        print("Starting to receive time from server\n")
        send_time_thread = threading.Thread(
                                        target = startSendingTime,
                                        args = (slave_client, ))
        send_time_thread.start()


        # start receiving synchronized from server
        print("Starting to receiving " + \
                                                "synchronized time from server\n")
        receive_time_thread = threading.Thread(
                                        target = startReceivingTime,
                                        args = (slave_client, ))
```

```
            receive_time_thread.start()


    # Driver function
    if __name__ == '__main__':

            # initialize the Slave / Client
            initiateSlaveClient(port = 8080)
```

Starting to receive time from server

127.0.0.1:50707 got connected successfully
Starting to receiving synchronized time from server

Recent time sent successfully

Client Data updated with: 127.0.0.1:50707

New synchronization cycle started.
Number of clients to be synchronized: 1

Synchronized time at the client is: 2024-02-13 07:28:44.793933

Recent time sent successfullyClient Data updated with: 127.0.0.1:50707

In [4]:
```python
# Python3 program imitating a clock server
from dateutil import parser
import threading
import datetime
import socket
import time


# datastructure used to store client address and clock data
client_data = {}


''' nested thread function used to receive
        clock time from a connected client '''
def startReceivingClockTime(connector, address):

        while True:
                # receive clock time
                clock_time_string = connector.recv(1024).decode()
                clock_time = parser.parse(clock_time_string)
                clock_time_diff = datetime.datetime.now() - \


                client_data[address] = {
                                        "clock_time"      : clock_time,
                                        "time_difference" : clock_time_diff,
                                        "connector"       : connector
                                        }

                print("Client Data updated with: "+ str(address),
```

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                time.sleep(5)


''' master thread function used to open portal for
        accepting clients over given port '''
def startConnecting(master_server):

        # fetch clock time at slaves / clients
        while True:
                # accepting a client / slave clock client
                master_slave_connector, addr = master_server.accept()
                slave_address = str(addr[0]) + ":" + str(addr[1])

                print(slave_address + " got connected successfully")

                current_thread = threading.Thread(
                                                target = startReceivingClockTime,
                                                args = (master_slave_connector,
                                                                                slave_
                current_thread.start()


# subroutine function used to fetch average clock difference
def getAverageClockDiff():


        time_difference_list = list(client['time_difference']
                                                                    for client_addr, clien
                                                                        in client_data


        sum_of_clock_difference = sum(time_difference_list, \
                                                                    datetime.timedelta(0,

        average_clock_difference = sum_of_clock_difference \
                                                                            / len(

        return average_clock_difference


''' master sync thread function used to generate
        cycles of clock synchronization in the network '''
def synchronizeAllClocks():

        while True:

                print("New synchronization cycle started.")
                print("Number of clients to be synchronized: " + \
                                                                    str(len(client

                if len(client_data) > 0:

                        average_clock_difference = getAverageClockDiff()

                        for client_addr, client in client_data.items():
                                try:
                                        synchronized_time = \
                                                        datetime.datetime.now() + \
                                                                        average_clock_
```

```python
                                        client['connector'].send(str(
                                                synchronized_time).encode())

                                except Exception as e:
                                        print("Something went wrong while " + \
                                                "sending synchronized time " + \
                                                "through " + str(client_addr))

                        else :
                                print("No client data." + \
                                                " Synchronization not applicable.")

                print("\n\n")

                time.sleep(5)


# function used to initiate the Clock Server / Master Node
def initiateClockServer(port = 8080):

        master_server = socket.socket()
        master_server.setsockopt(socket.SOL_SOCKET,
                                                socket.SO_REUSEADDR, 1

        print("Socket at master node created successfully\n")

        master_server.bind(('', port))

        # Start listening to requests
        master_server.listen(10)
        print("Clock server started...\n")

        # start making connections
        print("Starting to make connections...\n")
        master_thread = threading.Thread(
                                                target = startConnecting,
                                                args = (master_server, ))
        master_thread.start()

        # start synchronization
        print("Starting synchronization parallelly...\n")
        sync_thread = threading.Thread(
                                                target = synchronizeAllClocks,
                                                args = ())
        sync_thread.start()


# Driver function
if __name__ == '__main__':

        # Trigger the Clock Server
        initiateClockServer(port = 8080)
```

```
Socket at master node created successfully

Clock server started...

Starting to make connections...

Starting synchronization parallelly...

New synchronization cycle started.
Number of clients to be synchronized: 0
No client data. Synchronization not applicable.



New synchronization cycle started.
Number of clients to be synchronized: 0
No client data. Synchronization not applicable.



Client Data updated with: 127.0.0.1:50707

Recent time sent successfully

New synchronization cycle started.
Number of clients to be synchronized: 1
Synchronized time at the client is: 2024-02-13 07:28:54.387941



New synchronization cycle started.
Number of clients to be synchronized: 1



Synchronized time at the client is: 2024-02-13 07:28:54.794069

Client Data updated with: 127.0.0.1:50707Recent time sent successfully



New synchronization cycle started.
Number of clients to be synchronized: 1



Synchronized time at the client is: 2024-02-13 07:28:59.391793

New synchronization cycle started.
Number of clients to be synchronized: 1
Synchronized time at the client is: 2024-02-13 07:28:59.794975



Client Data updated with: 127.0.0.1:50707Recent time sent successfully
```

```
Client Data updated with: 127.0.0.1:50916

Client Data updated with: 127.0.0.1:50707Recent time sent successfully


Client Data updated with: 127.0.0.1:50925

New synchronization cycle started.
Number of clients to be synchronized: 4
Synchronized time at the client is: 2024-02-13 07:40:34.684983



New synchronization cycle started.
Number of clients to be synchronized: 4
Synchronized time at the client is: 2024-02-13 07:40:35.230123



Client Data updated with: 127.0.0.1:50926

Client Data updated with: 127.0.0.1:50916

Client Data updated with: 127.0.0.1:50707

Recent time sent successfully

Client Data updated with: 127.0.0.1:50925

New synchronization cycle started.
Number of clients to be synchronized: 4
Synchronized time at the client is: 2024-02-13 07:40:39.687042



New synchronization cycle started.
Number of clients to be synchronized: 4
Synchronized time at the client is: 2024-02-13 07:40:40.232556



Client Data updated with: 127.0.0.1:50926

Client Data updated with: 127.0.0.1:50916

Client Data updated with: 127.0.0.1:50707Recent time sent successfully


Client Data updated with: 127.0.0.1:50925

New synchronization cycle started.
Number of clients to be synchronized: 4
Synchronized time at the client is: 2024-02-13 07:40:44.690920
```