



Output (for server side):

```
~/ $ python CHATserver.py
~/ $ python CHATserver.py
Connected by ('127.0.0.1', 49744)
~/ $ python CHATserver.py
Connected by ('127.0.0.1', 49744)

Enter Message to Client(q or Q to quit) :
Hi dude

RECIEVED DATA  b'Howdy, how are you?'

Enter Message to Client(q or Q to quit) :
I am doing great, How 'bout ya ?

RECIEVED DATA  b'I am cool '

Enter Message to Client(q or Q to quit) :
ok cool

RECIEVED DATA  b'Got to go bye. See ya later.'

Enter Message to Client(q or Q to quit) :
All right then... see ya later good bye.

RECIEVED DATA  b'q'

Enter Message to Client(q or Q to quit) :
Q
~/ $
```

# CLIENT :

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Program (for client side) :

```
import socket

HOST = '127.0.0.1' # The server's hostname or IP address
PORT = 65432 # Port used by the Server

with socket.socket(socket.AF_INET, socket.SOCK_STREAM) as s :
    s.connect((HOST, PORT))
    while(1) :
        recv_data = s.recv(1024)
        if(recv_data == "q" or recv_data == "Q") :
            s.close()
            exit(0)
        else :
            print("\n RECEIVED DATA = ", recv_data)
            print("\nEnter Message to server(q or Q to quit) : ")
            send_data = input()
            if(send_data != "q" and send_data != "Q") :
                s.sendall(send_data.encode())
            else :
                s.sendall(send_data.encode())
                s.close()
                exit(0)
```

Output (for client side) :



```
~/ $ python CHATclient.py

RECEIVED DATA = b'Hi dude'

Enter Message to server(q or Q to quit) :
Howdy, how are you?

RECEIVED DATA = b"I am doing great, How 'bout ya ?"

Enter Message to server(q or Q to quit) :
I am cool

RECEIVED DATA = b'ok cool '

Enter Message to server(q or Q to quit) :
Got to go bye. See ya later.

RECEIVED DATA = b'All right then... see ya later good bye.'

Enter Message to server(q or Q to quit) :
q
~/ $
```