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19BCE245
9 November 2021

# Practical 10
## File Transfer using Socket Programming

   • **Develop File Transfer application using TCP and UDP socket programming.**

### sender.py

```python
import socket

s = socket.socket()

s.bind(('localhost', 9999))
s.listen(3)

while True:
    c, addr = s.accept()
    try:
        filename = c.recv(1024).decode()
        with open(f'images\\{filename}', 'rb') as file:
            c.send(file.read())
        print(c.recv(1024).decode())
    except:
        pass
    c.close()
```

### receiver.py

```python
import socket

r = socket.socket()

try:
```

```python
    r.connect(('localhost', 9999))

    filename = input('Enter a number from 1 to 5: ') +
'.jpg'

    r.send(bytes(filename, 'utf-8'))

    info = r.recv(1024*16)

    with open(f'recieved/{filename}', 'wb') as file:
        file.write(info)
    r.send(bytes(f'File {filename} recieved.', 'utf-8'))

except:
    print('Connection refused, try again.')
```
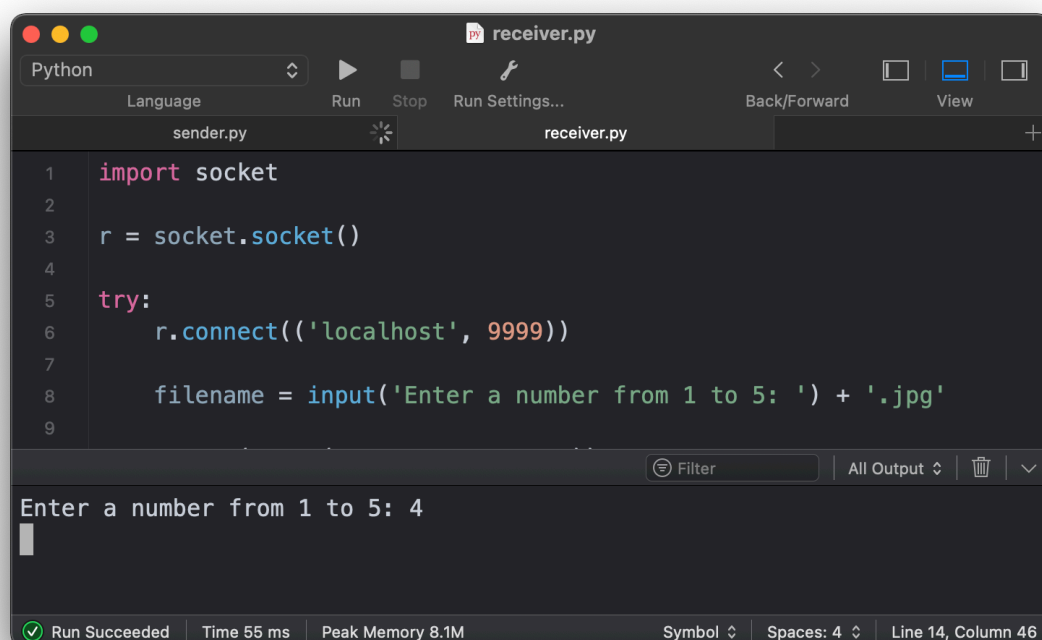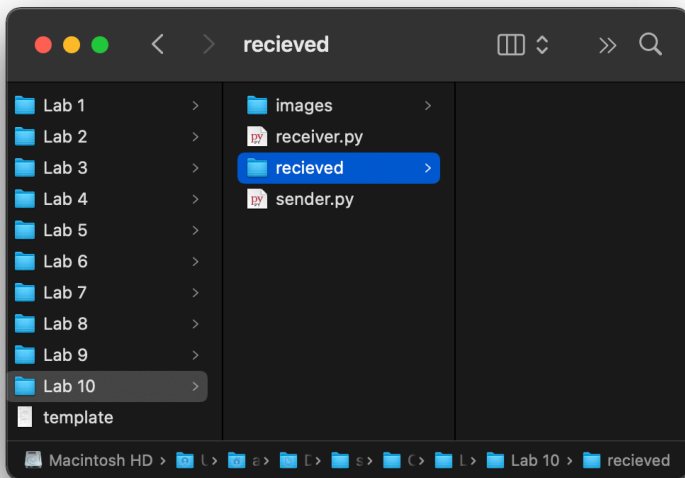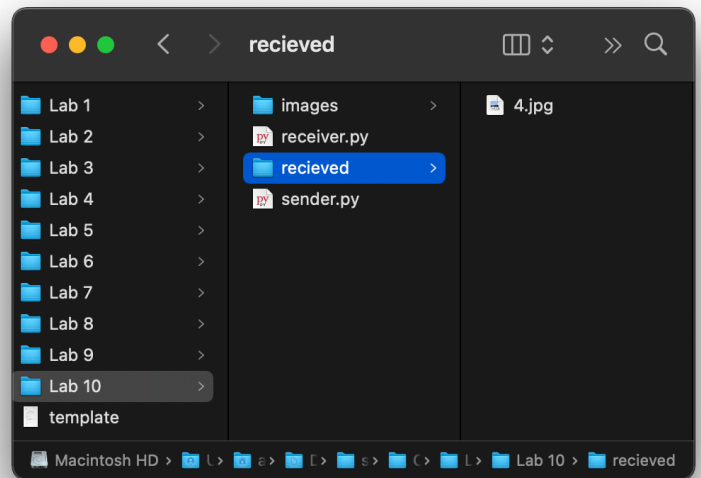
## EXECUTION

1. Run *sender.py* file first.
2. Run *receiver.py* file while *sender.py* file's execution is ongoing.
3. Enter the number between 1 to 5 in *receiver.py* file's execution window to select image to be received from *sender.py*.
4. Now Image will be received in *received/* folder.
5. Stop execution of *sender.py* file.

**Before**

**After**



**Available Imaegs**