AIM:

Implement client server using TCP/UDP sockets

Program:

```
import socket
sock = socket.Socket (socket ALINE;
                      socket = sock. STREAM)
print ("Socket created")
sock. bing ("localhost", 55555)
sock. fd. listen (3)
write (true):
    client fd. add = client.accept()
    received msg = client.re(1020)
    decode()
    print (" Msg Received from client")
    if choice == "n":
        break;
    import socket
    client = socket. socket (socket A PINE
                    socket. stream)
    name = input (" Enter the message")
    client fd. send (byte (name, utb-8)
```

program:

```
import socket
from socket import
sdv - port = 55000
batsize = 1024
host = "127.0.0.1"
s.send(" Echo - Reply"))
while:
    data adds s.vanform (1024)
    print ("server received of from x:
    x data
    s.sendto (data, adds)
```

o/p:

```
message send to client
o/p client is ready
message received from client
to serve
connect with 127.0.0.1,
Do you want to get continue
yeah
connection Terminated.
```

RESULT:

Thus the client using the TCP/IP server has been successfully completed.