Server side code server.py:

sendPrescription() function:

Takes client socket and the message (disease name) as parameters and sends the corresponding medicine to the client if data found else returns a message stating data not found in the server:

handleClient() function:

Handles requests of a client (receive messages from the client and pass the messages to the sendPrescription function):

```
# function to handle requests of a client

def handleClient(client, addr):

while True:

    try:
        # receive message from client and send them the prescription
        message = client.recv(1024).decode()
        sendPrescription(client, message)

except:
    # when user closes the chat
    print(f'Client {addr} left the chat')
    client.close()
    break
```

Create and initialize servers ocket, accept connections from the client sockets and create threads for each of the client to handle their requests:

```
# Initialize the server
)def startServer():
    serverSocket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
    serverSocket.bind((host, port))
    serverSocket.listen()
    print('Server is running and listening on PORT:', port)

while True:
    # accept connection requests from the clients
    connectionSocket, addr = serverSocket.accept()
    print("Connection received from client", addr)

# create thread to handle the messages from the client
    thread = threading.Thread(target=handleClient, args=(connectionSocket, addr))
    thread.start()

if __name__ == "__main__":
    startServer()
```

Client side code client.py:

Connect to the server and send the message (disease name) and finally receive the corresponding medicine/prescription:

```
import threading
import socket
clientSocket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)

# Start connection to the server to send and receive messages
idef startClient():
    # Connect to the server
    clientSocket.connect(('192.168.56.1', 8050))

while True:
    try:
        # take disease name as input from the client and send it to the server
        message = input("Enter the name of disease/ailment: ")
        clientSocket.send(message.encode('utf-8'))

        # print the message received from the server
        message = clientSocket.recv(1024)
        print(message.decode('utf-8'))

except:
    print('Error!')
        clientSocket.close()
        break

if __name__ == "__main__":
    startClient()
```

Screenshots of sample input and output:

Server side terminal:

```
C:\Users\Siddharth\Documents\Networks Lab Assignment\Lab_8>server.py
Server is running and listening on PORT: 8050
Connection received from client ('192.168.56.1', 5543)
Connection received from client ('192.168.56.1', 5544)
```

Client side terminal:

Client1:

```
C:\Users\Siddharth\Documents\Networks Lab Assignment\Lab_8>client.py
Enter the name of disease/ailment: fever
Medicine: Paracetamol 650mg
Enter the name of disease/ailment: stomach ache
Medicine: Pudina Hara
Enter the name of disease/ailment: joint pain
Medicine: Diclofenac gel
```

Client2:

```
C:\Users\Siddharth\Documents\Networks Lab Assignment\Lab_8>client.py
Enter the name of disease/ailment: headache
Medicine: Crocin 500mg
Enter the name of disease/ailment: muscle pain
Data not found in the server
Enter the name of disease/ailment: cough
Medicine: Honitus syrup 2 tsp
```

When Client2 closes the chat:

```
C:\Users\Siddharth\Documents\Networks Lab Assignment\Lab_8>server.py
Server is running and listening on PORT: 8050
Connection received from client ('192.168.56.1', 5543)
Connection received from client ('192.168.56.1', 5544)
Client ('192.168.56.1', 5544) left the chat
```