1. socket : This is the main class for creating sockets (network endpoints).
2. AF\_INET : This is an address family where the socket can communicate with IPv4 addresses.
3. SOCK\_STREAM : This indicates that the socket is of the TCP type (as opposed to SOCK\_DGRAM , which would be for UDP).
4. server\_name : This is the name of the server (or its IP address). Here, 'localhost' refers to the current machine. If you wanted to connect to a server on another machine, you'd use its IP address instead.
5. server\_port : This is the port on which the server is listening for incoming connections.
6. input(...) : This gets a sentence from the user via the command line.
7. sentence.encode() : Converts the user's input from a string into bytes so it can be sent over the network.
8. client\_socket.send(...) : This sends the encoded data to the server.
9. client\_socket.recv(1024) : This receives data from the server. The number 1024 indicates the maximum amount of data (in bytes) that can be received at once.
10. modified\_sentence.decode() : Converts the received data (which is in bytes) back into a string.
11. print(...) : Displays the received data to the user.