In [27]:

```
import socket
import cv2
import pickle
import struct
```

In [28]:

```
client_socket = socket.socket(socket.AF_INET,socket.SOCK_STREAM)
host_ip = '192.168.235.7'
port=1
print("Socket Created Succesfully")


client_socket.connect((host_ip,port))
data=b""
payload_size = struct.calcsize("Q")
print("Socket Accepted")
```

```
Socket Created Succesfully
Socket Accepted
```

In [ ]:

```
while True:
    while len(data) < payload_size:
        packet = client_socket.recv(3500)
        if not packet: break
        data+=packet
    packed_msg_size = data[:payload_size]
    data = data[payload_size:]
    msg_size = struct.unpack("Q",packed_msg_size)[0]

    while len(data) < msg_size:
        data += client_socket.recv(3500)
    frame_data = data[:msg_size]
    data = data[msg_size:]
    frame = pickle.loads(frame_data)
    cv2.imshow("Client",frame)
    key = cv2.waitKey(1) & 0xFF
    if key == ord('q'):
        break
        if cv2.waitKey(10)==13:
            cv2.destroyAllWindows()

print("thank you")
```

Type *Markdown* and LaTeX: α^2

In [15]:

```

```

```
Socket Created Succesfully
```

In [16]:

```
```

```
---------------------------------------------------------------------------
ConnectionRefusedError                    Traceback (most recent call last)
<ipython-input-16-50929328f92c> in <module>
----> 1 client_socket.connect((host_ip,port))

ConnectionRefusedError: [WinError 10061] No connection could be made because
the target machine actively refused it
```

In [ ]:

```
```