In [1]:

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

In [2]:

```
server_socket = socket.socket(socket.AF_INET,socket.SOCK_STREAM)

host_ip='192.168.235.7'
print('HOST IP:',host_ip)
port=1
socket_address = (host_ip,port)
print("Socket Created Succesfully")


server_socket.bind(socket_address)
print("Socket Bind Succesfully")

server_socket.listen(5)
print("Listening At:",socket_address)

print("Socket Accepted")
```

```
HOST IP: 192.168.235.7
Socket Created Succesfully
Socket Bind Succesfully
Listening At: ('192.168.235.7', 1)
Socket Accepted
```

In [ ]:

```
while True:
    client_socket,addr=server_socket.accept()
    print('GOT CONNECTION FROM:',addr)
    if client_socket:
        video = cv2.VideoCapture(0)



        while(video.isOpened()):
            img,frame = video.read()
            temp = pickle.dumps(frame)
            message = struct.pack("Q",len(temp))+temp
            client_socket.sendall(message)
            print(temp)

            cv2.imshow('Transmitting Video',frame)
            key = cv2.waitKey(1) & 0xFF
            if key == ord('q'):
                client_socket.close()
            if cv2.waitKey(10)==13:
                cv2.destroyAllWindows()
                video.release()



print("thank you")
```

```
GOT CONNECTION FROM: ('192.168.235.7', 57684)
```

```
IOPub data rate exceeded.
The notebook server will temporarily stop sending output
to the client in order to avoid crashing it.
To change this limit, set the config variable
`--NotebookApp.iopub_data_rate_limit`.

Current values:
NotebookApp.iopub_data_rate_limit=1000000.0 (bytes/sec)
NotebookApp.rate_limit_window=3.0 (secs)
```

In [ ]:

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