

САНКТ-ПЕТЕРБУРГСКИЙ НАЦИОНАЛЬНЫЙ ИССЛЕДОВАТЕЛЬСКИЙ  
УНИВЕРСИТЕТ ИНФОРМАЦИОННЫХ ТЕХНОЛОГИЙ, МЕХАНИКИ И ОПТИКИ  
ФАКУЛЬТЕТ ИНФОКОММУНИКАЦИОННЫХ ТЕХНОЛОГИЙ

# ОТЧЕТ ПО ЛАБОРАТОРНОЙ РАБОТЕ № 1

## *«Работа с сокетами»*

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**1. Цель работы:** Овладеть практическими навыками и умениями реализации web-серверов и использования сокетов.

## 2. Индивидуальное задание

**2.1.** Реализовать клиентскую и серверную часть приложения. Клиент отправляет серверу сообщение «Hello, server». Сообщение должно отразиться на стороне сервера. Сервер в ответ отправляет клиенту сообщение «Hello, client». Сообщение должно отобразиться у клиента.

```
Lab_1 > Task_1 > server.py > ...
7
8  HOST = socket.gethostname()
9  PORT = 1234
10 BUF_SIZE = 1024
11
12 server = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
13
14 try:
15     server.bind((HOST, PORT))
16 except Exception as msg:
17     print("Socket Error: %s" % msg)
18     sys.exit()
19
20 server.listen(5)
21 client_socket, address = server.accept()
22
23 while True:
24     print(f"Got connection from {address}")
25
26     client_msg = client_socket.recv(BUF_SIZE)
27     print(client_msg.decode())
28
29     client_socket.send(bytes("Hello, client!", "UTF-8"))
30     sys.exit()
```

*Figure 1 - Code for server-side*

```
Lab_1 > Task_1 > client.py > ...
1  import socket
2
3  HOST = socket.gethostname()
4  PORT = 1234
5  BUF_SIZE = 1024
6
7  client = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
8  client.connect((HOST, PORT))
9
10 client.send(bytes("Hello, server!", "UTF-8"))
11 server_msg = client.recv(BUF_SIZE)
12 print(server_msg.decode("UTF-8"))
13
14 client.close()
```

*Figure 2 - Code for client-side*

<pre>PS D:\Lab_1\Task_1&gt; py server.py Got connection from ('192.168.99.1', 53482) Hello, server! PS D:\Lab_1\Task_1&gt; </pre>	<pre>PS D:\Lab_1\Task_1&gt; py client.py Hello, client! PS D:\Lab_1\Task_1&gt; </pre>
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*Figure 3 - Result when running 2 sides simultaneously*

- 2.2. Реализовать клиентскую и серверную часть приложения. Клиент запрашивает у сервера выполнение математической операции «Теорема Пифагора», параметры, которые вводятся с клавиатуры. Сервер обрабатывает полученные данные и возвращает результат клиенту.

```
server.py > ...
1  """Server helps client find out length of the hypotenuse of a right triangle"""
2  import socket
3  import math
4  import sys
5
6
7  HOST = socket.gethostname()
8  PORT = 1234
9  BUF_SIZE = 1024
10
11  server = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
12  server.bind((HOST, PORT))
13  server.listen(5)
14  client_socket, address = server.accept()
15
16  msg = "Hello, client! We help you to find out length of the hypotenuse of a right triangle."
17  client_socket.send(bytes(msg, "UTF-8"))
18  a = int(client_socket.recv(BUF_SIZE).decode())
19  b = int(client_socket.recv(BUF_SIZE).decode())
20
21  result = str(math.sqrt(a*a + b*b))
22  response = "Length of the hypotenuse is: " + result
23
24  client_msg = client_socket.send(bytes(response, "UTF-8"))
25  if client_msg:
26      print(client_socket.recv(BUF_SIZE).decode())
27  else:
28      print("Server got trouble receiving client response!")
29
30  sys.exit()
```

*Figure 4 - Code for server-side*

```

client.py > ...
1  import socket
2
3  HOST = socket.gethostname()
4  PORT = 1234
5  BUF_SIZE = 1024
6
7  client = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
8  client.connect((HOST, PORT))
9
10 server_msg = client.recv(BUF_SIZE)
11 print(server_msg.decode("UTF-8"))
12
13 # asks client to enter length of 2 sides of the right triangle
14 a = input("Enter the length of first side: ")
15 b = input("Enter the length of second side: ")
16
17 # sends input from client to server
18 client.send(str(a).encode())
19 client.send(str(b).encode())
20
21 # displays result to client
22 result = client.recv(1024)
23 if result:
24     print(result.decode("UTF-8"))
25 else:
26     print("Something went wrong. Please try again later!")
27
28 client.send(bytes("Thank you, server!", "UTF-8"))
29 client.close()

```

*Figure 5 - Code for client-side*

<pre> PS D:\Lab_1\Task_2&gt; py server.py Thank you, server! PS D:\Lab_1\Task_2&gt;  </pre>	<pre> PS D:\Lab_1\Task_2&gt; py client.py Hello, client! We help you to find out length of the hypotenuse of a right triangle. Enter the length of first side: 3 Enter the length of second side: 4 Length of the hypotenuse is: 5.0 PS D:\Lab_1\Task_2&gt;  </pre>
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*Figure 6 - Result when running 2 sides simultaneously*

- 2.3. Реализовать серверную часть приложения. Клиент подключается к серверу. В ответ клиент получает http-сообщение, содержащее html-страницу, которую сервер подгружает из файла index.html.

```

server.py
1  """Server sends a HEAD request to www.google.com"""
2  import socket
3  import sys
4
5
6  HOST = socket.gethostname()
7  PORT = 1234
8  BUF_SIZE = 1024
9
10 server = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
11
12 try:
13     server.connect(('www.google.com', 80))
14 except Exception as msg:
15     print("Socket Error: %s" % msg)
16     sys.exit()
17
18 request = b"HEAD / HTTP/1.1\r\nHost: www.google.com\r\nAccept: text/html\r\n\r\n"
19 server.sendall(request)
20
21 print(server.recv(BUF_SIZE).decode("UTF-8"))
22
23 sys.exit()

```

*Figure 7 - Code for HEAD request*

```

PS D:\Lab_1\Task_3> py server.py
HTTP/1.1 200 OK
Content-Type: text/html; charset=ISO-8859-1
P3P: CP="This is not a P3P policy! See g.co/p3phelp for more info."
Date: Fri, 11 Sep 2020 20:09:47 GMT
Server: gws
X-XSS-Protection: 0
X-Frame-Options: SAMEORIGIN
Transfer-Encoding: chunked
Expires: Fri, 11 Sep 2020 20:09:47 GMT
Cache-Control: private
Set-Cookie: 1P_JAR=2020-09-11-20; expires=Sun, 11-Oct-2020 20:09:47 GMT; path=/; do
main=.google.com; Secure
Set-Cookie: NID=204=q1btSVYxs24XCICKVjW_vcNX-pAfJMaQUHBMtmeZigSvuAV7FKEpPrF8BHd-flo
IrcPEoeCR3ZwdFJb1Irbg4AchPPXicYmabRuDDtI3coDziBToC2pun_m7fpmPZZC7uPq61-rdT3tp1x1vDz
ow7EXjNZQ5708kcMhC8ehDB6k; expires=Sat, 13-Mar-2021 20:09:47 GMT; path=/; domain=.g
oogle.com; HttpOnly

```

Figure 8 - Result after sending a HEAD request to www.google.com

## 2.4. Реализовать двухпользовательский или многопользовательский чат.

```

chat_server.py > ...
17 def handle_client(client): # Takes client socket as argument.
18     """Handles a single client connection."""
19
20     name = client.recv(BUF_SIZE).decode("UTF-8")
21     clients[client] = name
22     welcome = 'Welcome %s! Enter `q` anytime to exit.' % name
23
24     client.send(bytes(welcome, "UTF-8"))
25     msg = "%s has joined the chat!" % name
26     broadcast(bytes(msg, "UTF-8"), client)
27
28     while True:
29         msg = client.recv(BUF_SIZE)
30         if msg != bytes("q", "UTF-8"):
31             broadcast(msg, client, name + ": ")
32         else:
33             print("%s:%s is offline" % addresses[client])
34             client.send(bytes("You have left the chat! Now you cannot send message to people.", "UTF-8"))
35             client.close()
36             del clients[client]
37             broadcast(bytes("%s has left the chat." % name, "UTF-8"))
38             break
39
40
41 def broadcast(msg, client=None, prefix=""): # prefix is for name identification.
42     """Broadcasts a message to all the clients."""
43
44     for sock in clients:
45         if sock != client:
46             sock.send(bytes(prefix, "UTF-8") + msg)

```

Figure 9 - A piece of code of server-side

<p>Copyright (C) Microsoft Corporation. All rights reserved.</p> <p>Try the new cross-platform PowerShell <a href="https://aka.ms/pscore6">https://aka.ms/pscore6</a></p> <p>PS D:\Lab_1\Task_4&gt; py chat_server.py</p> <p>Waiting for connection...</p> <p>192.168.99.1:54121 has connected</p> <p>192.168.99.1:54123 has connected</p> <p>192.168.99.1:54135 has connected</p> <p>192.168.99.1:54121 is offline</p> <p>192.168.99.1:54123 is offline</p> <p>192.168.99.1:54135 is offline</p> <p>█</p>	<p>PS D:\Lab_1\Task_4&gt; py chat_client.py e:</p> <p>Hey! To start chatting, enter a nicknam</p> <p>e:</p> <p>Trang</p> <p>Welcome Trang! Enter `q` anytime to exit.</p> <p>Sergey has joined the chat!</p> <p>Andrey has joined the chat!</p> <p>Andrey: Hi there!</p> <p>How are you, Andrey?</p> <p>Andrey: I am doing well</p> <p>Sergey: Good to hear that. Do you guys wa</p> <p>nt to hang out tonight?</p> <p>Andrey: Sorry, I have to do homework :(</p> <p>How about next Saturday, my boys?</p> <p>Sergey: Sure. I will be free that day :)</p> <p>Andrey: It suits me too :)</p> <p>Okay, I need to go now. See you later!</p> <p>Sergey: Take care, Trang</p> <p>Thanks</p> <p>q</p> <p>You have left the chat! Now you cannot se</p> <p>nd message to people.</p> <p>█</p>	<p>PS D:\Lab_1\Task_4&gt; py chat_client.py e</p> <p>Hey! To start chatting, enter a nicknam</p> <p>e:</p> <p>Sergey</p> <p>Welcome Sergey! Enter `q` anytime to ex</p> <p>it.</p> <p>Andrey has joined the chat!</p> <p>Andrey: Hi there!</p> <p>Trang: How are you, Andrey?</p> <p>Andrey: I am doing well</p> <p>Good to hear that. Do you guys want to h</p> <p>ang out tonight?</p> <p>Andrey: Sorry, I have to do homework :(</p> <p>Trang: How about next Saturday, my boys?</p> <p>Sure. I will be free that day :)</p> <p>Andrey: It suits me too :)</p> <p>Trang: Okay, I need to go now. See you l</p> <p>ater!</p> <p>Take care, Trang</p> <p>Trang: Thanks</p> <p>Trang has left the chat.</p> <p>I have to cook dinner as well. Bye, Andr</p> <p>ey!</p> <p>Andrey: See ya!</p> <p>q</p> <p>You have left the chat! Now you cannot s</p> <p>end message to people.</p> <p>█</p>	<p>PS D:\Lab_1\Task_4&gt; py chat</p> <p>Hey! To start chatting, ent</p> <p>me:</p> <p>Andrey</p> <p>Welcome Andrey! Enter `q` a</p> <p>xit.</p> <p>do homework :(</p> <p>Trang: How about next Saturday, my</p> <p>boys?</p> <p>Sergey: Sure. I will be free that d</p> <p>ay :)</p> <p>It suits me too :)</p> <p>Trang: Okay, I need to go now. See</p> <p>you later!</p> <p>Sergey: Take care, Trang</p> <p>Trang: Thanks</p> <p>Trang has left the chat.</p> <p>Sergey: I have to cook dinner as we</p> <p>ll. Bye, Andrey!</p> <p>See ya!</p> <p>Sergey has left the chat.</p> <p>q</p> <p>You have left the chat! Now you can</p> <p>not send message to people.</p> <p>█</p>
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Figure 10 – A short conversation of 3 people

### **3. Вывод**

Разбираться в концепции разработки веб сервисов и компоненты клиент-серверного взаимодействия.