

Client py

Sunday, February 11, 2024

1:02 AM

```
import socket
```

```
# Fonction pour gérer les messages du serveur
```

```
def receive_messages():
```

```
    while True:
```

```
        # Reçoit le message du serveur
```

```
        message = client_socket.recv(1024).decode()
```

```
        print(f"Serveur: {message}")
```

```
# Crée un socket client
```

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

```
# Définit l'adresse et le port du serveur
```

```
server_address = ('localhost', 12345)
```

```
# Se connecte au serveur
```

```
client_socket.connect(server_address)
```

```
print("Connecté au serveur")
```

```
# Démarrer un thread pour recevoir les messages  
du serveur
```

```
receive_thread =
```

```
threading.Thread(target=receive_messages)
```

```
receive_thread.start()
```

```
# Boucle principale pour envoyer des messages au  
serveur
```

```
while True:
```

```
    message = input("Moi: ")
```

```
    client_socket.send(message.encode())
```