In [1]:
```
import socket
import cv2
import numpy as np
```

In [2]:
```
cap = cv2.VideoCapture(0)
```

In [3]:
```
# creating socket with the help of socket module
# here we are using "AF_INET" address family and "TCP" protocol

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

In [4]:
```
# to remove the "Address already in use" ERROR
# allows server to reuse the port

s.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, 1)
```

In [ ]:
```
import cv2
import socket
import pickle
import struct

# Create a socket server
server_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
server_socket.bind(('192.168.56.1', 8888))  # Use your desired IP and port
server_socket.listen(10)

# Accept a connection from a client
client_socket, addr = server_socket.accept()

# Open the camera
cap = cv2.VideoCapture(0)

while True:
    ret, frame = cap.read()
    data = pickle.dumps(frame)
    message_size = struct.pack("L", len(data))

    # Send frame size and frame data to the client
    client_socket.sendall(message_size + data)

cap.release()
```

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