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

         # Create a socket client
         client_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
         client_socket.connect(('192.168.56.1', 8888))  # Connect to the server's IP and port

         data = b""
         payload_size = struct.calcsize("L")

         while True:
             while len(data) < payload_size:
                 data += client_socket.recv(4096)
             packed_msg_size = data[:payload_size]
             data = data[payload_size:]
             msg_size = struct.unpack("L", packed_msg_size)[0]

             while len(data) < msg_size:
                 data += client_socket.recv(4096)
             frame_data = data[:msg_size]
             data = data[msg_size:]

             frame = pickle.loads(frame_data)
             cv2.imshow('Video Chat', frame)

             if cv2.waitKey(1) & 0xFF == ord('q'):
                 break

         client_socket.close()
         cv2.destroyAllWindows()
```

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