Akanksha Haddha CN - Lab 10.

18M18CS007.

Batch B1.

December 21, 20.

5 A.

TCP/IP socket :-

Server side

```
import socket
serverName = '127.0.0.1'
serverPort = 25109
# create
serverSocket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)

# bind
serverSocket.bind((serverName, serverPort))

# listen
serverSocket.listen()
while true:
    print("Server is waiting for connection")
    clientSocket, addr = serverSocket.accept()
    print("Client has been connected from:", addr)
    while True:
        data = clientSocket.recv(1024)
        if not data or data.decode('utf-8') == 'END':
            break
    print("Received from client: "+ data.
                decode("utf-8"))
try:
    clientSocket.send(bytes('Hello TCP client
        \n', 'utf-8'))
except:
```

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            print ("user exit")
        client_socket.close()

client side :-

import socket
ServerName = '127.0.0.1'
ServerPort = 25109
client_socket = socket.socket(socket.AF_INET, socket.
                                SOCK_STREAM)
client_socket.connect((serverName, serverPort))
payload = "Hello TCP Server"
try:
    while True:
        client_socket.send(payload.encode('utf-8'))
        data = client_socket.recv(1024)
        print(str(data))
        more = input('Do you wish to send more
        data to server ? \n')
        if more.lower() == 'y':
            payload = input('Enter payload \n')
    else
        break
except KeyboardInterrupt:
        print('User Exit')
client_socket.close().
```