



Learn Git and GitHub without any code!

Using the Hello World guide, you'll start a branch, write comments, and open a pull request.

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sethnielson edited this page 16 days ago · 1 revision

Playground is designed to work as a drop in replacement for network communications built using Asyncio's `create_server` and `create_connection` methods.

Playground also offers a `create_server` and `create_connection` method. They work exactly the same, except that they use playground addresses:

Old code:

```
class MyProtocol(asyncio.Protocol):
    def connection_made(self, transport):
        # stuff

    def data_received(self, data):
        # more stuff

loop = asyncio.get_event_loop()
loop.create_server(lambda: MyProtocol, HOST, PORT)
```

New code:

```
class MyProtocol(asyncio.Protocol):
    def connection_made(self, transport):
        # stuff

    def data_received(self, data):
        # more stuff
```

```
playground.create_server(lambda: MyProtocol, HOST, PORT)
```

Hopefully, you can see that this is pretty easy. It's a one-line difference. Also, HOST will need to be a playground address instead of an Internet host or Internet address

As we get a little farther into the semester, there will be different ways of interacting with Playground over different kinds of protocols. Suppose, for example, that you create a new protocol stack to handle communications on Playground and you name it "my_netsec_stack". You can tell Playground to use that stack with typical URI prefixing:

```
HOST = "my_netsec_stack://20191.1.2.3"  
PORT = 700  
playground.create_server(lambda: MyProtocol, HOST, PORT)
```

Or you can give an explicit "family" argument.

```
HOST = "20191.1.2.3"  
PORT = 700  
playground.create_server(lambda: MyProtocol, HOST, PORT, family="my_netsec_stack")
```

You *DO NOT* need to worry about this for the early assignments. So just put a book-mark here for when we get into stacks later in the semester.

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