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CS372 –Summer 2022
Client-Sever Project

Instructions

**open two shell windows one to run the client, the other to run the server program

Server

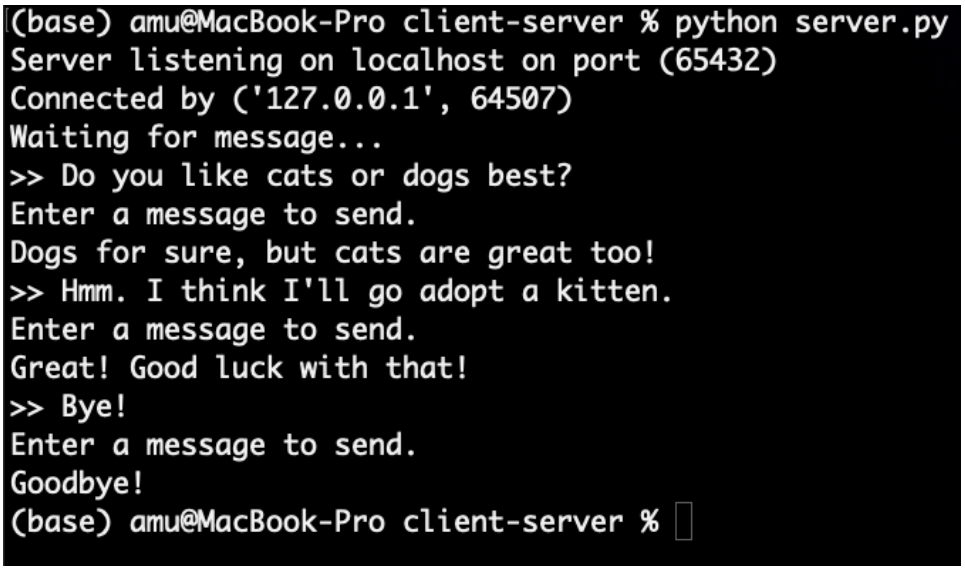
- Navigate to the client-server folder, and use the command 'python server.py' to start the server.
- Wait for client to connect (do #1 of client instruction).
- Once client connects and sends a message, it will print to the server window and ask for a response.
- Type your message reply ('/q' works to close the connection here also)
- If the server sends another message you will be asked to reply again until the connection is closed.

Client

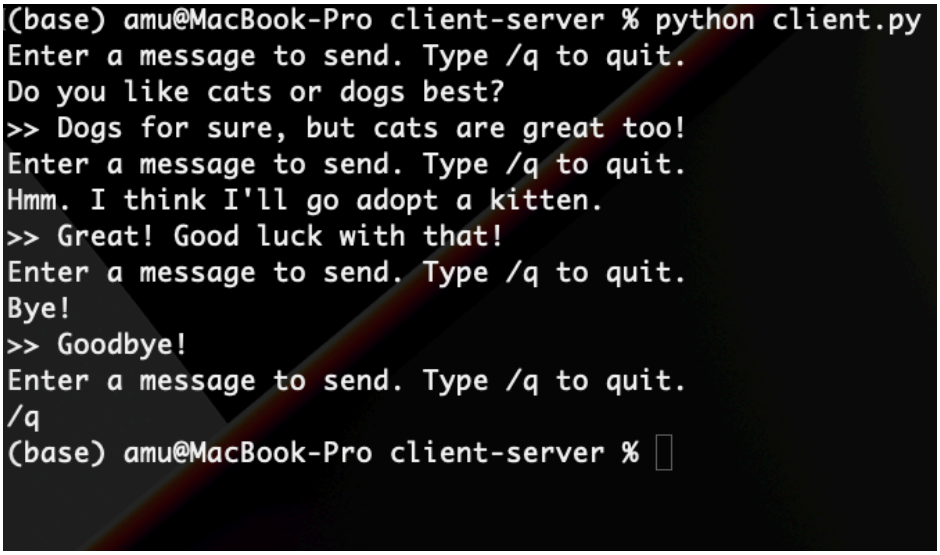
- Navigate to the client-server folder, and use the command 'python client.py' to start the server
- You will be prompted to enter a string message or quit by typing "/q", enter a message
- If a message was sent, the server will respond & you will be prompted to enter a message or quit a second time.
- This process will continue until you type '/q' after you are promoted to enter a message

Screenshots

Server



Client


(base) amu@MacBook-Pro client-server % python client.py
Enter a message to send. Type /q to quit.
Do you like cats or dogs best?
>> Dogs for sure, but cats are great too!
Enter a message to send. Type /q to quit.
Hmm. I think I'll go adopt a kitten.
>> Great! Good luck with that!
Enter a message to send. Type /q to quit.
Bye!
>> Goodbye!
Enter a message to send. Type /q to quit.
/q
(base) amu@MacBook-Pro client-server %