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SERVER 1

import socket

ob = socket.socket()

ob.bind(('localhost', 2301))

ob.listen(4)

print("server is ready to listen")

clientobject, add=ob.accept()

print("server is ready to accept the connection")

print("connected with this address: ", add)

ob.close()

CLIENT 1

import socket

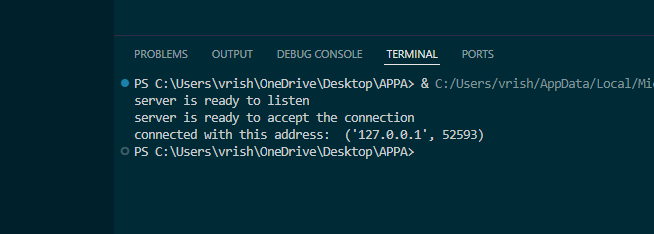
ob = socket.socket()

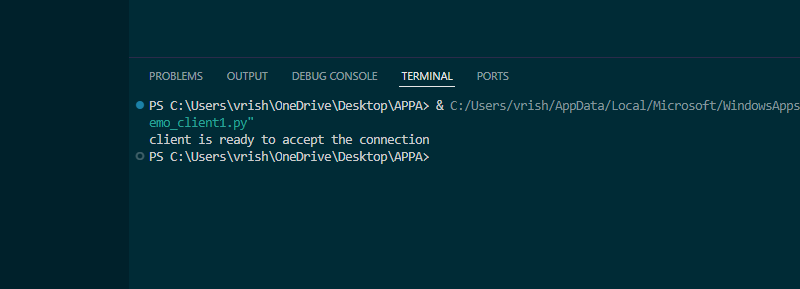
ob.connect(('localhost', 2301))

print("client is ready to accept the connection")

ob.close()

OUTPUT 1





SERVER 2

import socket

ob = socket.socket()

ob.bind(('localhost', 2301))

ob.listen(4)

print("server is ready to listen")

clientobject, add=ob.accept()

print("server is ready to accept the connection")

print("connected with this address: ", add)

gotmsg = clientobject.recv(1024)

gotmsg.decode('utf-8')

print(gotmsg)

ob.close()

CLIENT 2

import socket

ob = socket.socket()

ob.connect(('localhost', 2301))

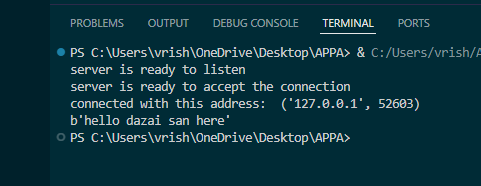
print("client is ready to accept the connection")

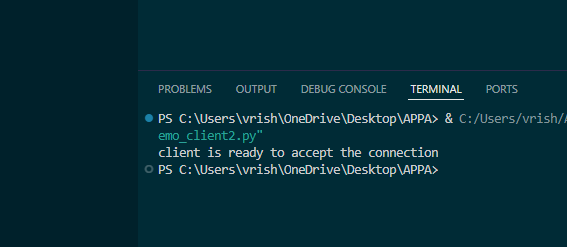
msg = 'hello dazai san here'

ob.send(msg.encode('utf-8'))

ob.close()

OUTPUT 2





SERVER 3

import socket

ob = socket.socket()

ob.bind(('localhost', 2301))

ob.listen(4)

print("server is ready to listen")

clientobject, add=ob.accept()

print("server is ready to accept the connection")

print("connected with this address: ", add)

conn = True

while conn:

    gotmsg = clientobject.recv(1024)

    gotmsg.decode('utf-8')

    print(gotmsg)

    if len(gotmsg) == 0:

        conn = False

ob.close()

CLIENT 3

import socket

ob = socket.socket()

ob.connect(('10.0.104.42', 2301))

print("client is ready to send data")

conn = True

while conn:

    msg = input("enter your message: ")

    if msg == 'no':

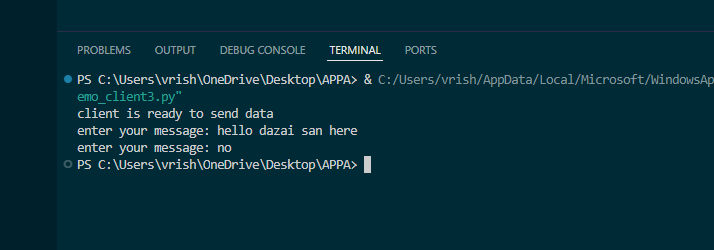
        conn = False

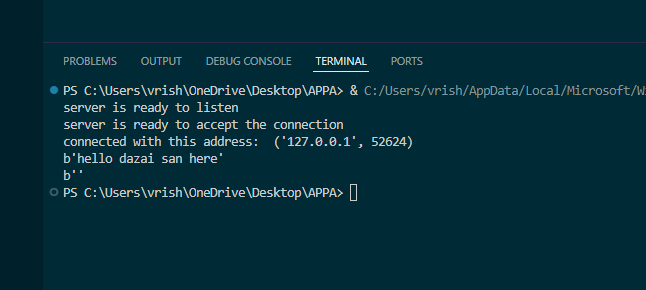
    else:

        ob.send(msg.encode('utf-8'))

ob.close()

OUTPUT 3





SERVER 4

import socket

host = 'localhost'

port = 1234

server\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

server\_socket.bind((host,port))

server\_socket.listen(4)

print(**f**"server listening on {host} : {port} ")

client\_socket, add = server\_socket.accept()

print(**f**"connected by {add}")

while True:

    data = client\_socket.recv(1024)

    if not data:

        break

    print(**f**"client :  {data.decode()}")

    msg = input("Server: ")

    client\_socket.sendall(msg.encode())

server\_socket.close()

client\_socket.close()

CLIENT 4

import socket

host = 'localhost'

port = 1234

client\_socket = socket.socket(socket.AF\_INET,socket.SOCK\_STREAM)

client\_socket.connect((host, port))

while True:

    message = input("Client: ")

    client\_socket.sendall(message.encode())

    data = client\_socket.recv(1024)

    print(**f**"Server: {data.decode()}")

    if message.lower() == 'exit' or data.decode().lower() == 'exit':

        break

client\_socket.close()

OUTPUT 4

