# Server.py

import socket

# Create a socket object

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

# Define the host and port

host = 'localhost'

port = 12345

# Bind the socket to the host and port

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

# Start listening for connections (up to 5 clients)

server\_socket.listen(5)

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

# Accept a connection

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

print(f"Connected to client at {addr}")

# Message loop

while True:

message = client\_socket.recv(1024).decode()

if message.lower() == 'exit':

print("Client disconnected.")

break

print("Client says:", message)

response = input("Enter reply to client: ")

client\_socket.send(response.encode())

# Close the connection

client\_socket.close()

server\_socket.close()

# client.py

import socket

# Create a socket object

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

# Define the host and port to connect to

host = 'localhost'

port = 12345

# Connect to the server

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

print(f"Connected to server at {host}:{port}")

# Message loop

while True:

message = input("Enter message to server: ")

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

if message.lower() == 'exit':

print("Disconnected from server.")

break

response = client\_socket.recv(1024).decode()

print("Server says:", response)

# Close the connection

client\_socket.close()