Bhagyashri Kaleni Sutar

Roll No-75

Exp.No-

07(client+server)

```
import socket
PORT = 5050
#SERVER = "
SERVER = socket.gethostbyname (socket.gethostname ()) ADDR =
(SERVER, PORT)
FORMAT = 'utf-8'
HEADER = 64
DISCONNECT MESSAGE = '!DISCONNECT'
client = socket.socket (socket.AF INET, socket.SOCK STREAM)
client.connect (ADDR)
def send (messages):
    message = messages.encode (FORMAT)
    messageLength = len (message)
    sendLength = str (messageLength).encode (FORMAT)
sendLength += b' ' * (HEADER - len (sendLength)) client.send
(sendLength)
    client.send (message)
    print (client.recv (2045).decode (FORMAT))
if name ==' main ':
    send ('Hello World')
    send (DISCONNECT MESSAGE)
Message Recieved
Message Recieved
import socket, threading
PORT = 5050
SERVER = socket.gethostbyname (socket.gethostname ()) ADDR =
(SERVER, PORT)
FORMAT = 'utf-8'
HEADER = 64
DISCONNECT MESSAGE = '!DISCONNECT'
server = socket.socket (socket.AF INET, socket.SOCK STREAM) server.bind
(ADDR)
def clientHandling (connection, address):
    print (f'[NEW CONNECTION] {address} connected')
isConnected = True
```

```
while isConnected:
                                                                               if
         messageLength = connection.recv (HEADER).decode (FORMAT)
   messageLength:
              messageLength = int (messageLength)
              message = connection.recv (messageLength).decode (FORMAT)
         if message == DISCONNECT MESSAGE:
                  isConnected = False
             print (f'[{address}] {message}')
              connection.send ('Message Recieved'.encode (FORMAT))
   connection.close ()
def start ():
    server.listen ()
    print (f'[LISTENING] Server is listening on {SERVER}')
    whileTrue:
         connection, address = server.accept ()
         thread = threading. Thread (target = client Handling,
args=(connection, address))
         thread.start ()
         print (f'[ACTIVE CONNECTION] {threading.active count () - 1}')
print ('[SERVER STARTING] server has been started') start ()
[SFRVFR STARTING] server has been started
[LISTFNING] Server is listening on 192 168 75 1
[NEW CONNECTION] ('192.168.75.1', 54293) connected[ACTIVE CONNECTION]
[('192,168,75,1', 54293)] Hello World
[('192.168.75.1', 54293)] !DISCONNECT
```