

Socket Programming

Name: _____ () Class: _____ Date: _____

Lesson: Socket Programming

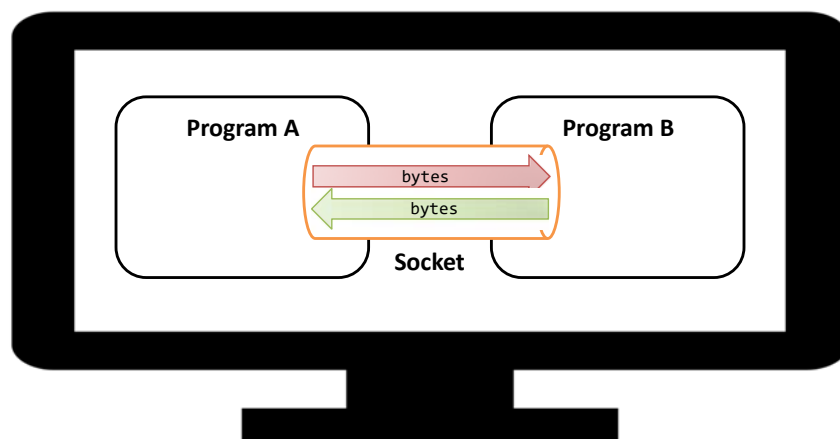
Instructional Objectives:

By the end of this task, you should be able to:

- Define sockets as a general way for programs to communicate with each other
- State that each end of a socket is an IP address and port number
- Describe how servers differ from clients in that servers listen for incoming connections while clients initiate the connection
- Understand the difference between the Python types `str` and `bytes`
- Use `str.encode()` and `bytes.decode()` to convert a Unicode string to its UTF-8 encoding and vice versa
- Use the `socket` module in Python to send bytes between two Python programs
- Implement the client code given the server code for a given scenario (e.g., for a tic-tac-toe game) and vice-versa

Sharing Data Between Programs

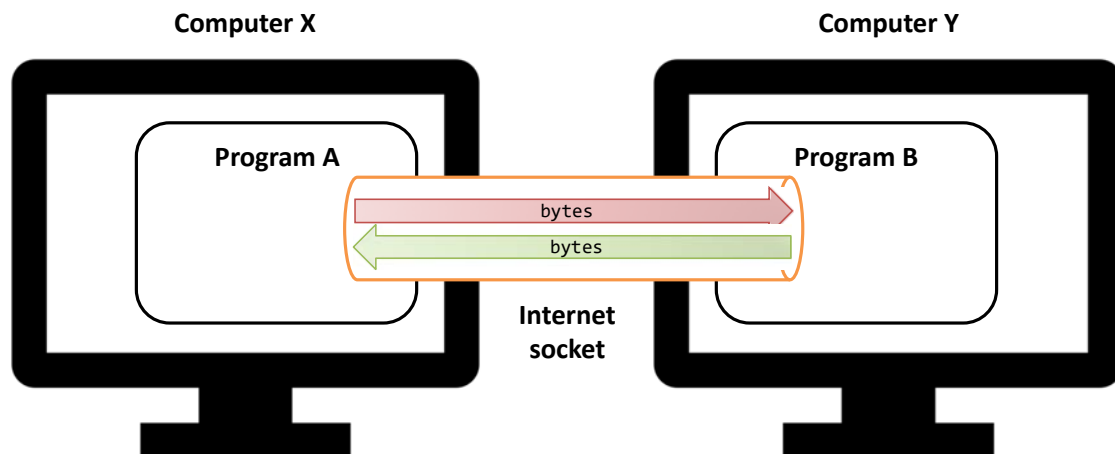
Suppose you have two Python programs running at the same time. How would you send data from one program to the other and vice versa? Most operating systems provide a powerful mechanism to do this called **sockets**.



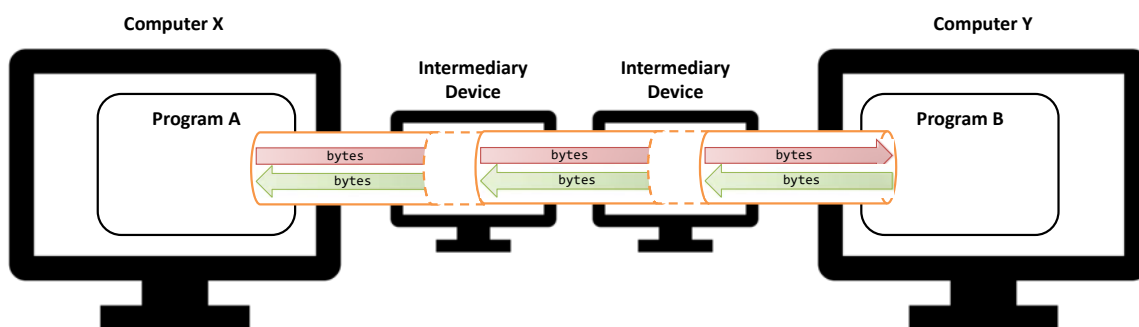
Socket Programming

You can picture a socket connection as a pipe between two running programs. The pipe is bidirectional and can carry data (represented by bytes) in both directions.

There are many kinds of sockets, but the kind that is most often discussed is called an **Internet socket**. Internally, Internet sockets deliver data using the same Transmission Control Protocol and Internet Protocol suite (commonly abbreviated as TCP/IP) that is used to transmit data over the Internet. This means that Internet sockets can deliver data between *any* two programs, even programs that are running on different computers, as long as the two computers can access each other over the network.



For simplicity, we illustrate an Internet socket as a pipe that is only attached to the two computers. In reality, however, data that is transmitted through an Internet socket may pass through multiple devices before reaching its destination. You should be aware that any of these devices can steal or modify the data that passes through a socket unless you encrypt the data first. A more accurate illustration of a socket that shows how the data passes through multiple devices is shown below:



As networks can become congested, we cannot assume that data sent over Internet sockets will be transmitted instantaneously. For instance, a program may receive only the first half of a message before the second half arrives some time later. To avoid working with incomplete data, we will need to define a **protocol** (explained later) so that the start and end of messages can be detected unambiguously.

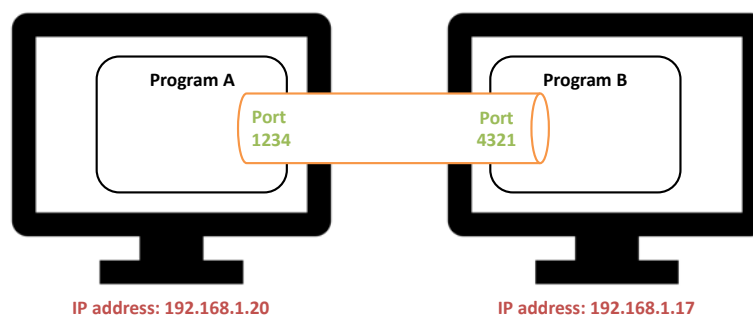
Socket Programming

- 1 Which of the following methods for sending data from one Python program to another does NOT work?
- A One program copies the data onto the system clipboard and the other program reads it from the system clipboard
 - B One program writes the data into a file (that is readable to everyone) and the other program reads it from the same file
 - C One program assigns the data to a Python variable and the other program reads it from the same variable
 - D The two programs set up a socket connection and transmit the data from one program to the other through the socket

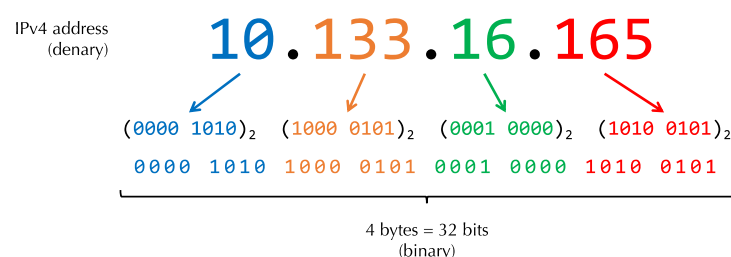
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IP Addresses and Ports

Each end of a socket is associated with a running program and is uniquely identified by a combined **IP address** and **port number**. The IP address identifies which device that end of the socket is attached to and the port number identifies which program on that device is using the socket.



There are two kinds of IP addresses in use today: IPv4 addresses and IPv6 addresses. IPv4 addresses have 32 bits and are usually presented as 4 denary numbers separated by dots. Each denary number can range from 0 to 255 (inclusive) and corresponds to one byte (8 bits) of the IP address.

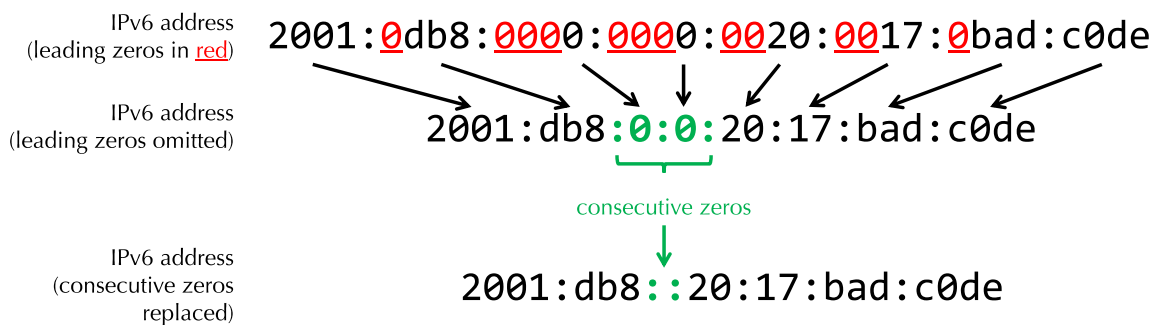


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Some IPv4 addresses are reserved for special use and have specific meanings. Two important special IPv4 addresses are:

- 127.0.0.1 Refers to the local computer
- 0.0.0.0 Refers to all IP addresses for local computer

IPv6 addresses, on the other hand, have 128 bits and are usually presented as 8 groups of 4 hexadecimal digits separated by colons. For compactness, leading zeros and up to one consecutive sequence of zero-only groups may be omitted.

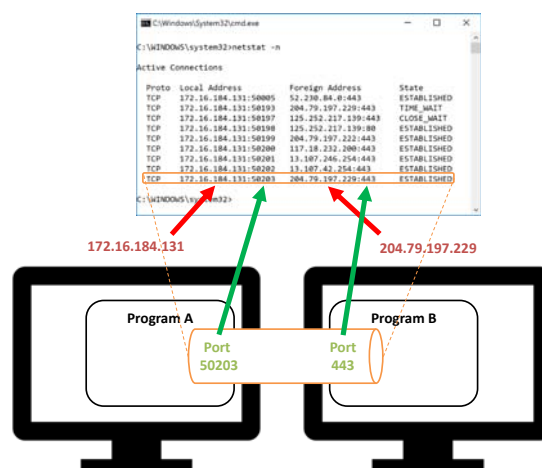


Currently, IPv4 addresses are more frequently encountered than IPv6 addresses, so to simplify our discussion, we will be working with IPv4 addresses only.

On each device, port numbers are used to distinguish between attached sockets. The device also keeps track of which program is associated with each port and which port numbers are still available for use by new sockets.

Port numbers can range from 0 to 65,535. However, the first 1,024 port numbers are reserved for specific kinds of programs and should not be used for other purposes. For instance, port 80 and port 443 are reserved for use by web server programs.

On a Windows computer with access to PowerShell or Command Prompt, you can run the command **netstat -n** to list out the sockets that are currently open on your computer. Each socket will be displayed with a combined IP address and port number for each of its ends (i.e., its local and foreign addresses):



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To reveal which program is using each socket, you can run **netstat -no** to reveal the process ID (PID) associated with each socket. You can then open Task Manager and match each PID to the name of a running program:

Command Prompt output:

Proto	Local Address	Foreign Address	State	PID
TCP	172.16.184.131:50242	52.230.84.217:443	ESTABLISHED	1092
TCP	172.16.184.131:50412	13.107.136.254:443	TIME_WAIT	0
TCP	172.16.184.131:50414	40.86.215.224:443	ESTABLISHED	4432
TCP	172.16.184.131:50416	118.215.83.187:80	ESTABLISHED	2148
TCP	172.16.184.131:50417	204.79.197.200:443	ESTABLISHED	4432
TCP	172.16.184.131:50418	204.79.197.222:443	ESTABLISHED	4432
TCP	172.16.184.131:50419	124.155.222.145:80	ESTABLISHED	1092
TCP	172.16.184.131:50421	13.107.42.254:443	ESTABLISHED	4432
TCP	172.16.184.131:50423	13.107.136.254:443	ESTABLISHED	4432
TCP	172.16.184.131:50424	23.50.91.27:80	ESTABLISHED	8120
TCP	172.16.184.131:50425	104.116.24.118:80	ESTABLISHED	8120
TCP	172.16.184.131:50426	124.155.222.224:80	ESTABLISHED	8120

Task Manager processes:

Name	PID	Status	User name	CPU	Memory	Description
backgroundTa...	4196	Running	user	00	644 K	Background Task Host
ShellExperi...	4296	Suspended	user	00	0 K	Windows Shell Experience Host
SearchUI.exe	4432	Suspended	user	00	0 K	Search and Cortana application
RuntimeBroke...	4536	Running	user	00	2,456 K	Runtime Broker
RuntimeBroke...	4688	Running	NETW...	00	0 K	Microsoft Distributed Transaction
RuntimeBroke...	4800	Running	user	00	312 K	Runtime Broker
ApplicationFra...	4860	Running	user	00	0 K	Application Frame Host
RuntimeBroke...	5176	Running	user	00	1,696 K	Runtime Broker
Integrator.exe	5316	Running	SYSTEM	03	4,652 K	Microsoft Office Click-to-Run Inte
SearchIndexer...	6204	Running	SYSTEM	11	4,040 K	Microsoft Windows Search Indexe

2 Which of the following statements is true?

- A We can uniquely identify a program and which machine it is running on using only an IPv4 address.
- B We can uniquely identify a program and which machine it is running on using only an IPv4 or IPv6 address.
- C We can uniquely identify a program and which machine it is running on using only a port number.
- D We can uniquely identify a program and which machine it is running on using only an IPv4 or IPV6 address and a port number.

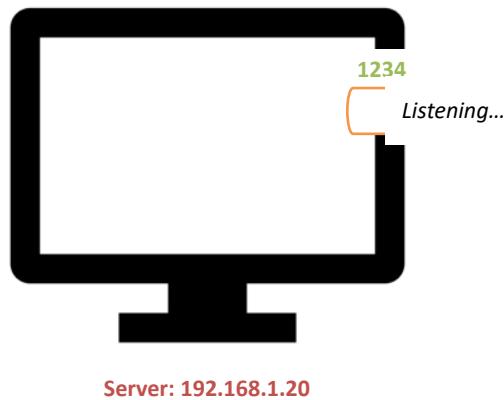
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Creating a Socket Connection

Creating a socket connection is a multi-step process that requires one program to be the **server** and another program to be the **client**. The server's IP address and port number for accepting connections must also be known ahead of time by the client.

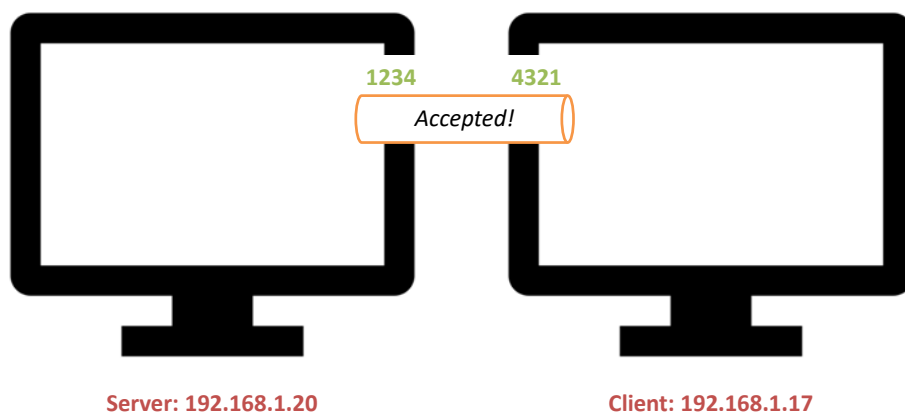
First, the server creates a **passive socket**, binds it to the pre-chosen port number and listens for an incoming connection. (A passive socket is not connected and merely waits for an incoming connection.)

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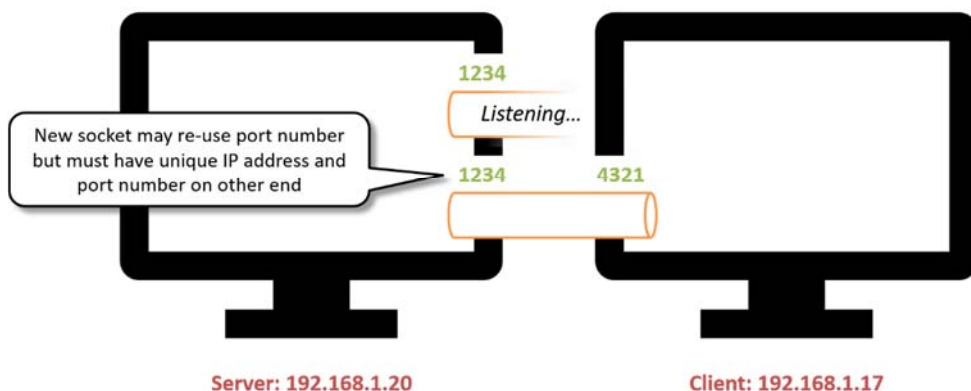


Next, the client initiates a connection request using the server's IP address and port number. If no server is listening on the chosen port, the connection will be refused.

On the other hand, if the connection request reaches an IP address and port number that a server is listening on, the server accepts and creates a new socket for the requesting client using a dynamically assigned port number.



The passive socket goes back to listening for new connections while the client and server can now exchange data using the newly-created socket.



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Note that the newly-created socket is symmetrical: data sent on one end is received on the other end and vice versa. Once a socket is established, it can send data *both* from the client to the server *and* from the server to the client.

- 3 Which of the following statements about using sockets is FALSE?
- A Before connecting, the client must know the server's IP address and port number but not vice versa.
 - B For each connection, the client's and server's port numbers must match.
 - C The server must be running before the client can successfully connect.
 - D The server uses a socket solely to listen for connection requests and creates a completely new socket each time it accepts a connection.

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Unicode and Encodings

We are almost ready to write Python code to create our own sockets. However, as sockets work at a very basic level, they can only send and receive data in the form of raw bytes. In other words, we must be able to encode the data into a sequence of 8-bit characters using Python's bytes type.

Thankfully, a Python `str` can be easily converted into bytes using the `str.encode()` method and vice versa using the `bytes.decode()` method.

This encoding and decoding is necessary as internally, a Python `str` is actually treated as a sequence of numbers called Unicode **code points**. There are over a million possible code points, so it is not always possible to represent each code point using just 8 bits. Instead, the Unicode standard defines an encoding called **UTF-8** so code points can be represented using bytes in a space-efficient and consistent manner.

To enter a sequence of bytes directly in code, we can use a bytes literal that starts with the letter `b`, followed by a sequence of bytes (in the form of ASCII characters) enclosed in matching single or double quotes. Note that most escape codes that work for `str` literals also work for bytes literals.

`b'Raw bytes'`

`b'Raw bytes'.decode()`

Converts **bytes** to **str**
using UTF-8 encoding

`'Unicode str'`

`'Unicode str'.encode()`

Converts **str** to **bytes**
using UTF-8 encoding

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- 4 The character 中 can be written as the str literal '\u4e2d' in Python. This uses an escape code that produces a character by specifying its Unicode code point.

Use Python to evaluate `len('\u4e2d')`. What is the result?

A An error

B 1

C 2

D 3

()

- 5 Use Python to evaluate `len('\u4e2d'.encode())`. What is the result now?

A An error

B 1

C 2

D 3

()

This shows that the Unicode code point for 中 is represented by 3 bytes in UTF-8.

Using the socket Module

You can create and manage sockets in Python by importing the socket module and creating socket objects. The methods of the socket class are summarised below:

Methods	Description
<code>bind((host, port))</code>	Binds socket object to the given address tuple (host, port), where host is an IPv4 address and port is a port number
<code>listen()</code>	Enables socket to listen for incoming connections from clients
<code>accept()</code>	Waits for an incoming connection and returns a tuple containing a new socket object for the connection and an address tuple (host, port), where host is the IPv4 address of the connected client and port is its port number
<code>connect((host, port))</code>	Initiates a connection to the given address tuple (host, port), where host is the IPv4 address of the server and port is its port number

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<code>recv(max_bytes)</code>	Receives and returns up to the given number of bytes from the socket
<code>sendall(bytes)</code>	Sends the given bytes to the socket

For example, create the following basic server program that listens for a client on port 12345, accepts a connection request, sends `b'Hello from server\n'` to the client through the socket, then closes the socket.

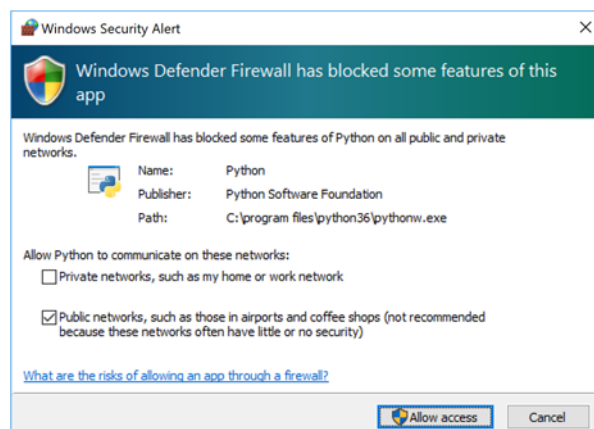
Program 1: basic_server.py

```
1 import socket
2
3 my_socket = socket.socket()
4 my_socket.bind(('127.0.0.1', 12345))
5 my_socket.listen()
6
7 new_socket, addr = my_socket.accept()
8 print('Connected to: ' + str(addr))
9 new_socket.sendall(b'Hello from server\n')
10 new_socket.close()
11 my_socket.close()
```

Note that instead of 12345 on line 4, we could have chosen any large port number to use. This number must be decided ahead of time, however, for the client (written later) to use when connecting.

Also note that on line 7, `socket.accept()` returns a tuple of the newly created socket and a nested address tuple. We store both the new socket and the address tuple in two variables named `new_socket` and `addr` respectively. Note that `new_socket` is the socket that we actually use to send and receive data.

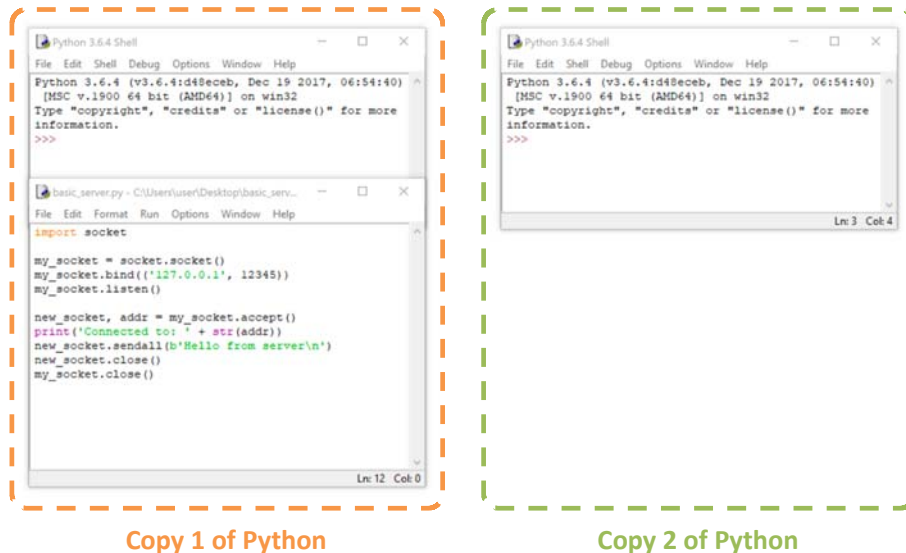
Run this program. If a firewall is running and has not been configured previously, you may be asked to grant Python network access at this point. Click "Allow access" if you are an administrator and wish to accept connection requests from other computers. Otherwise, click "Cancel".



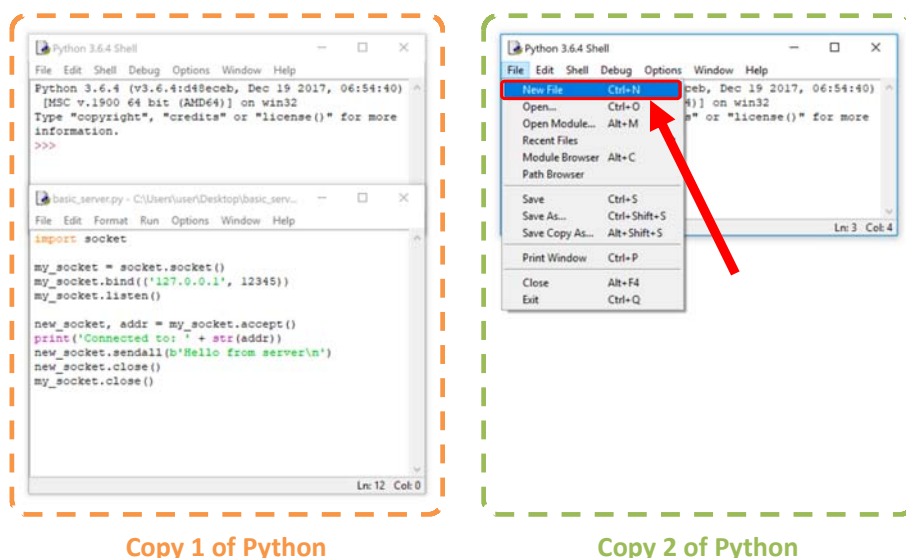
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If everything is working correctly, the server should appear stuck shortly after it is started. This is because the `socket.accept()` method is **blocking**¹ the program and prevents it from continuing until a connection request is received.

To create a client that can connect to this server, start a second copy of Python. For instance, if you use IDLE on Windows, open the Start Menu and run IDLE again. Move any windows from the first copy of Python to one side so the two copies of Python are clearly separated.



Create a new Python program using the *second* copy of Python. If you use IDLE, select "New File" using the shell window that is *not* running the server.



¹ A "blocked" process means that it is waiting for some event to occur.

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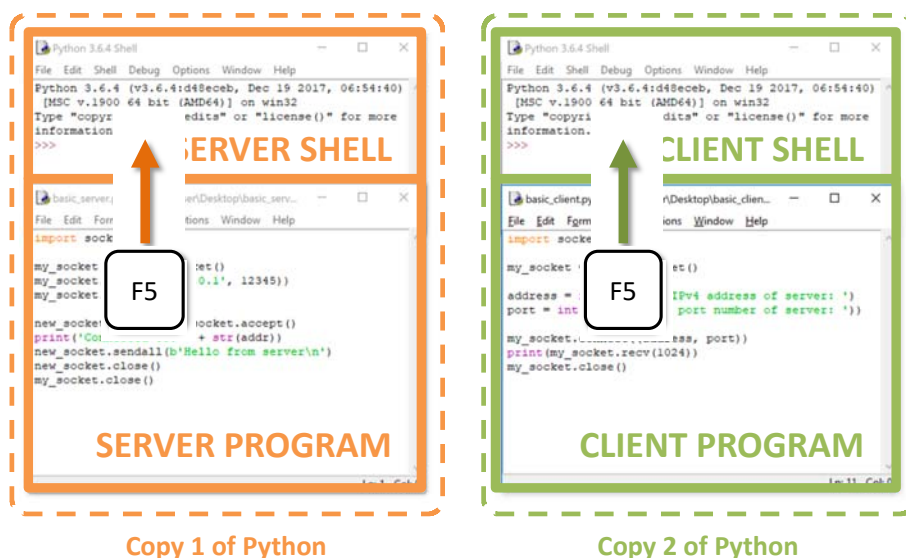
In the window that appears, enter the following basic client program that asks for the server's IP address and port number, requests for a connection, receives and prints at most 1024 bytes from the server, then closes the socket.

Program 2: basic_client.py

```
1 import socket
2
3 my_socket = socket.socket()
4
5 address = input('Enter IPv4 address of server: ')
6 port = int(input('Enter port number of server: '))
7
8 my_socket.connect((address, port))
9 print(my_socket.recv(1024))
10 my_socket.close()
```

Note that the argument for `socket.recv()` is required and should be set to a relatively small power of 2. In this case, we use a value of 2^{10} or 1024. For more information, see: <https://docs.python.org/3/library/socket.html#socket.socket.recv>

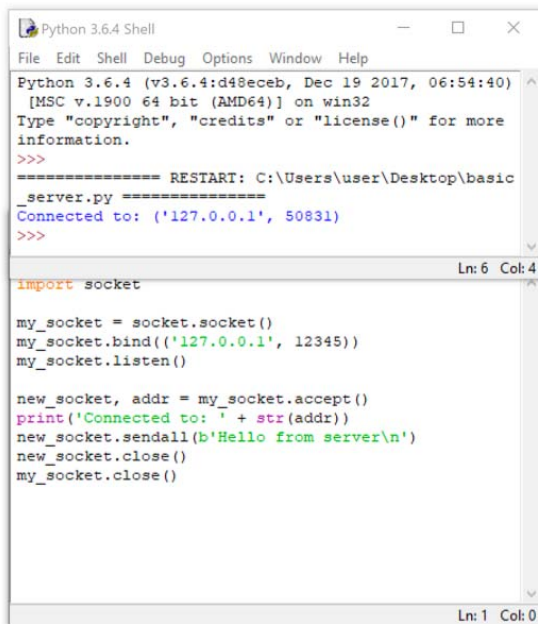
Run this program using the second copy of Python and make sure the server you started previously is still running. For instance, if you use IDLE, check that there are *two* shell windows running *two* different programs simultaneously. Otherwise, it is likely that you accidentally stopped the server when starting the client. If this happens, close the client, restart the server and make sure you reopen the client using the *second* shell window. If things are set up correctly, each program should affect a *different* shell window when it is run (e.g., by pressing F5).



At this point, the client should be prompting you for the address and port number of the server. Use the special IPv4 address 127.0.0.1 that refers to the local machine and enter 12345 as the port number. The client should successfully connect to the

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server and print out the bytes that were received. At the same time, the server program should become unstuck and end normally.

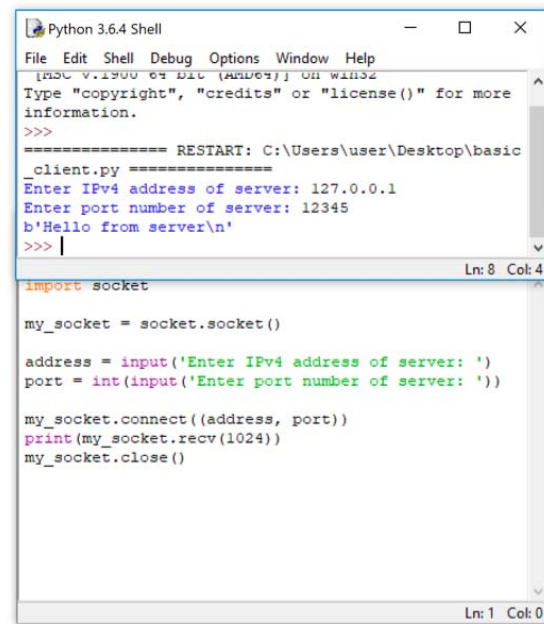


```
Python 3.6.4 Shell
File Edit Shell Debug Options Window Help
Python 3.6.4 (v3.6.4:d48eceb, Dec 19 2017, 06:54:40)
[MSC v.1900 64 bit (AMD64)] on win32
Type "copyright", "credits" or "license()" for more
information.
>>>
===== RESTART: C:\Users\user\Desktop\basic
_server.py =====
Connected to: ('127.0.0.1', 50831)
>>>

import socket

my_socket = socket.socket()
my_socket.bind(('127.0.0.1', 12345))
my_socket.listen()

new_socket, addr = my_socket.accept()
print('Connected to: ' + str(addr))
new_socket.sendall(b'Hello from server\n')
new_socket.close()
my_socket.close()
```



```
Python 3.6.4 Shell
File Edit Shell Debug Options Window Help
[MSC v.1900 64 bit (AMD64)] on win32
Type "copyright", "credits" or "license()" for more
information.
>>>
===== RESTART: C:\Users\user\Desktop\basic
_client.py =====
Enter IPv4 address of server: 127.0.0.1
Enter port number of server: 12345
b'Hello from server\n'
>>>

import socket

my_socket = socket.socket()

address = input('Enter IPv4 address of server: ')
port = int(input('Enter port number of server: '))

my_socket.connect((address, port))
print(my_socket.recv(1024))
my_socket.close()
```

Congratulations, you created a socket and tried to send some data through it!

- 6 Recall that once a socket is established, it is symmetrical and can transfer data in both directions. However, our example only demonstrates sending data in one direction (i.e., from the server to the client).

For this question, write your own server and client to demonstrate that data can be sent in the opposite direction. Specifically, the client should send `b'Hello from client\n'` to the server and the server should print out any bytes that are received from the client.

(Be aware that, by default, `socket.recv()` will block the program and prevent it from continuing until at least 1 byte is received.)

Program: practice_server.py

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Program: practice_client.py

Designing a Protocol

The `basic_server.py` and `basic_client.py` programs from the previous section have a hidden flaw: when using the basic server program to send longer sequences of bytes, only part of the data may be successfully transmitted even if we increase the maximum number of bytes that `socket.recv()` can receive.

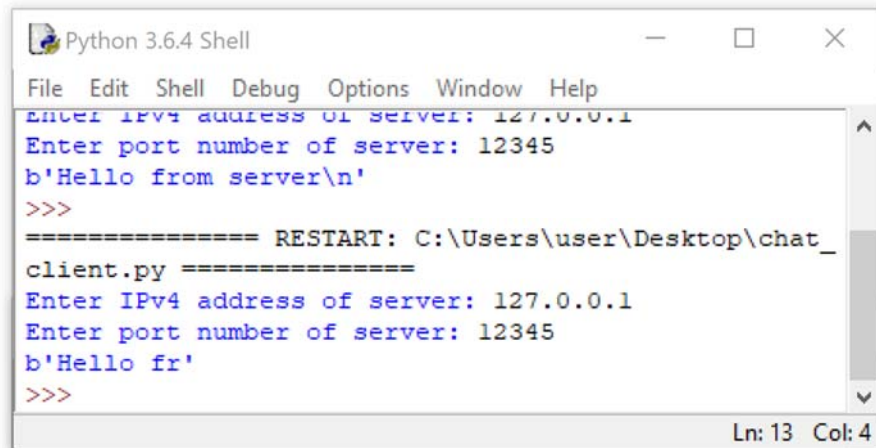
To understand why, suppose that the sequence of bytes being sent is long enough that it needs to be sent as multiple packets. We can simulate this by breaking the sequence into two pieces and calling `socket.sendall()` twice, once for each piece. To simulate a busy network that may delay transport of the second packet, we also import the `time` module and call `time.sleep()` before sending the second piece.

Program 3: basic_server_split.py

```
1 import socket
2 import time
3
4 my_socket = socket.socket()
5 my_socket.bind(('127.0.0.1', 12345))
6 my_socket.listen()
7
8 new_socket, addr = my_socket.accept()
9 new_socket.sendall(b'Hello fr')
10 time.sleep(0.1)
11 new_socket.sendall(b'om server\n')
12 new_socket.close()
13 my_socket.close()
```

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Run this version of the server, then run the client such that both programs run simultaneously on the same machine. Once again, use 127.0.0.1 for the IPv4 address and 12345 for the port number when prompted. This time, the client should receive only the first piece of data. If the client has closed the socket, the server may also produce an error when trying to send the second piece of data.



```
Python 3.6.4 Shell
File Edit Shell Debug Options Window Help
Enter IPv4 address of server: 127.0.0.1
Enter port number of server: 12345
b'Hello from server\\n'
>>>
===== RESTART: C:\\Users\\user\\Desktop\\chat_
client.py =====
Enter IPv4 address of server: 127.0.0.1
Enter port number of server: 12345
b'Hello fr'
>>>
Ln: 13 Col: 4
```

This example illustrates that, in general, we should never assume that `socket.recv()` will receive all the bytes that were sent over at one go. The only way to be certain that any received data is complete is to agree beforehand on a **protocol** or set of rules for how communication should take place. For instance, we can agree beforehand that any data we transmit will always end with a newline character `\n` and that the data itself will never contain the `\n` character. This very simple protocol allows us to detect the end of a transmission easily by just searching for the `\n` character.

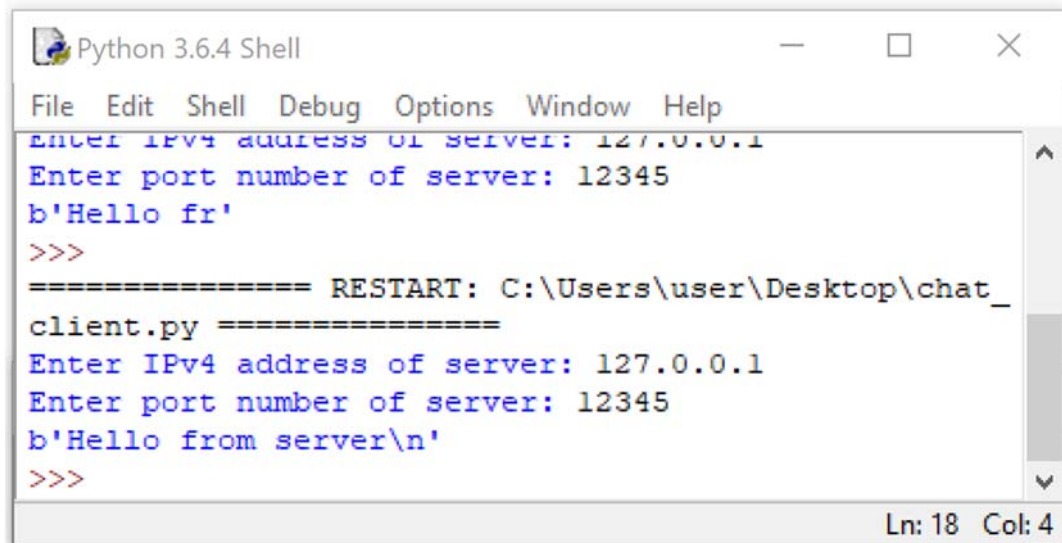
The following projects updates the client so that it uses the `\n` character to detect when the message ends. This new client calls `socket.recv()` continuously and appends the received bytes to a variable named `data` until the `\n` character is encountered.

Program 4: basic_client_protocol.py

```
1 import socket
2
3 my_socket = socket.socket()
4
5 address = input('Enter IPv4 address of server: ')
6 port = int(input('Enter port number of server: '))
7
8 my_socket.connect((address, port))
9 data = b''
10 while b'\n' not in data:
11     data += my_socket.recv(1024)
12 print(data)
13 my_socket.close()
```

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With this new client, all the data sent by the server up to and including the \n character is successfully received and printed.



```
Python 3.6.4 Shell
File Edit Shell Debug Options Window Help
Enter IPv4 address of server: 127.0.0.1
Enter port number of server: 12345
b'Hello fr'
>>>
===== RESTART: C:\Users\user\Desktop\chat_
client.py =====
Enter IPv4 address of server: 127.0.0.1
Enter port number of server: 12345
b'Hello from server\n'
>>>
Ln: 18 Col: 4
```

- 7 A remote control program provides movement instructions to a robot program using a socket. The two programs communicate using a protocol where bytes are sent in one direction only from the remote control to the robot.

There are only four valid instructions that can be sent from the remote control. These instructions (in bytes literal form) are:

1. `b'FORWARD\n'`
2. `b'LEFT\n'`
3. `b'RIGHT\n'`
4. `b'END\n'`

According to the protocol, the `b'FORWARD\n'`, `b'LEFT\n'` and `b'RIGHT\n'` instructions can be sent in any order and repeated any number of times. The `b'END\n'` instruction, on the other hand, must always be the last instruction sent by the remote control, after which the socket must be closed by both sides.

Assuming that the protocol is followed exactly, which sequence of bytes (in literal form) may be received by the robot when `socket.recv()` is called?

- A `b'ND\nLEFT\nLEFT\nFORWARD\nRIGHT\nRIGHT'`
- B `b'RWARD\nFORWARD\nFORWARD\nRIGHT\nEND\n'`
- C `b'RIGHT\nBACK\nFORWARD\nRIGHT\nRIGHT\nE'`
- D `b'\nLEFT\nLEFT\nFORWARD\nRIGHT\nLEFTFOR'`

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Iterative and Concurrent Servers

Currently, the server program exits immediately after it finishes working with a client. In reality, we often want the server program to run continuously so that it is always listening and available for multiple clients to send connection requests. We can do this by putting the code that deals with a client in an infinite loop.

Program 5: basic_server_iterative.py

```
1 import socket
2
3 my_socket = socket.socket()
4 my_socket.bind(('127.0.0.1', 12345))
5 my_socket.listen()
6
7 while True:
8     new_socket, addr = my_socket.accept()
9     new_socket.sendall(b'Hello from server\n')
10    new_socket.close()
```

To interrupt a program that is running in an infinite loop, press Ctrl-C. In IDLE, we can also restart the shell using Ctrl-F6.

Internally, the server's passive socket keeps a queue of connection requests that have been received. A request is removed from this queue each time `socket.accept()` is called to create a connection. (If the queue is empty, `socket.accept()` will block the program until a connection request is received, as expected.)

Since `socket.accept()` is called each time the infinite loop repeats, our program is able to handle multiple clients by processing them one at a time. This means that our program works as an **iterative server**. Iterative servers are easy to write but limited as they can only handle one client at a time.

Alternatively, we could have written our server such that it starts a **thread** that runs simultaneously with the main program each time a client tries to connect. This makes the program more complicated to write but will let it to handle multiple clients at the same time, hence making it a **concurrent server**. In this starter kit, however, we will only work with iterative servers to simplify our discussion.

Writing a Chat Program

We now have all the tools needed to write a simple chat client and server such that two users can take turns sending single lines of text to each other. One user would be running the server and the other user would be running the client.

Socket Programming

Since each message is restricted to a single line, we can be certain that the newline character `\n` will never be part of a message. This means that we can adopt a similar protocol of using `\n` to detect the end of a message.

Let us use a different port number of 6789 and create the following chat server program that repeatedly prompts the user for some text, sends that text to the client (after encoding it into bytes), then receives and prints out the client's response.

Program 6: chat_server.py

```
1  import socket
2
3  listen_socket = socket.socket()
4  listen_socket.bind(('127.0.0.1', 6789))
5  listen_socket.listen()
6
7  chat_socket, addr = listen_socket.accept()
8  while True:
9      data = input('INPUT SERVER: ').encode()
10     chat_socket.sendall(data + b'\n')
11     print('WAITING FOR CLIENT...')
12     data = b''
13     while b'\n' not in data:
14         data += chat_socket.recv(1024)
15     print('CLIENT WROTE: ' + data.decode())
```

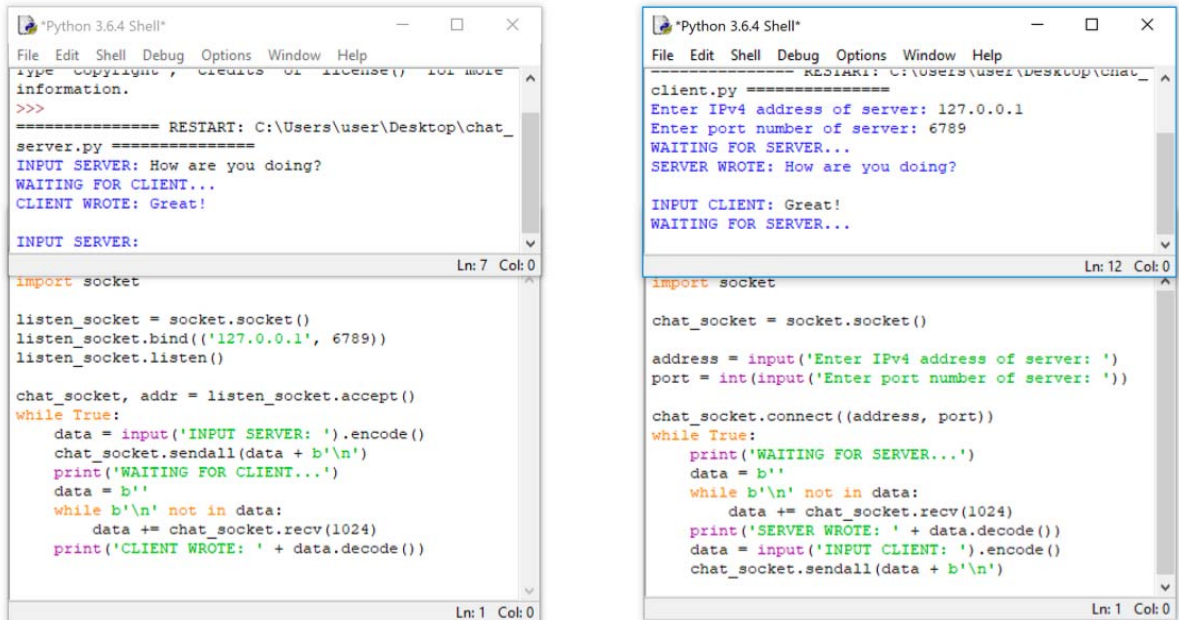
The client program is similar, except the order of sending and receiving is reversed.

Program 7: chat_client.py

```
1  import socket
2
3  chat_socket = socket.socket()
4
5  address = input('Enter IPv4 address of server: ')
6  port = int(input('Enter port number of server: '))
7
8  chat_socket.connect((address, port))
9  while True:
10     print('WAITING FOR SERVER...')
11     data = b''
12     while b'\n' not in data:
13         data += chat_socket.recv(1024)
14     print('SERVER WROTE: ' + data.decode())
15     data = input('INPUT CLIENT: ').encode()
16     chat_socket.sendall(data + b'\n')
```

Socket Programming

Run the server and client using two different copies of Python. Once again, since the server is running on the same machine as the client, we can use 127.0.0.1 as the server's IPv4 address and 6789 as the port number.



The image shows two side-by-side screenshots of Python 3.6.4 Shell windows. The left window shows the server code and its execution. The right window shows the client code and its execution. Both windows show a successful connection and data exchange.

```
Python 3.6.4 Shell
File Edit Shell Debug Options Window Help
type Copyright, Credits or License() for more
information.
>>>
===== RESTART: C:\Users\user\Desktop\chat_
server.py =====
INPUT SERVER: How are you doing?
WAITING FOR CLIENT...
CLIENT WROTE: Great!

INPUT SERVER:

import socket

listen_socket = socket.socket()
listen_socket.bind(('127.0.0.1', 6789))
listen_socket.listen()

chat_socket, addr = listen_socket.accept()
while True:
    data = input('INPUT SERVER: ').encode()
    chat_socket.sendall(data + b'\n')
    print('WAITING FOR CLIENT...')
    data = b''
    while b'\n' not in data:
        data += chat_socket.recv(1024)
    print('CLIENT WROTE: ' + data.decode())

Ln: 7 Col: 0
```

```
Python 3.6.4 Shell
File Edit Shell Debug Options Window Help
===== RESTART: C:\Users\user\Desktop\chat_
client.py =====
Enter IPv4 address of server: 127.0.0.1
Enter port number of server: 6789
WAITING FOR SERVER...
SERVER WROTE: How are you doing?

INPUT CLIENT: Great!
WAITING FOR SERVER...

import socket

chat_socket = socket.socket()

address = input('Enter IPv4 address of server: ')
port = int(input('Enter port number of server: '))

chat_socket.connect((address, port))
while True:
    print('WAITING FOR SERVER...')
    data = b''
    while b'\n' not in data:
        data += chat_socket.recv(1024)
    print('SERVER WROTE: ' + data.decode())
    data = input('INPUT CLIENT: ').encode()
    chat_socket.sendall(data + b'\n')

Ln: 12 Col: 0
```

- 8 Currently, there is no way to exit our chat programs other than to press Ctrl-C or to restart the shell (in IDLE).

For this question, modify chat_server.py and chat_client.py so that both programs exit once the message 'quit' is sent by any user. Remember to make sure that all sockets are closed properly before exiting.

Program: chat_quit_server.py

Socket Programming

Program: chat_quit_client.py

Writing a Turn-Based Game

So far, we have been responsible for writing both the server and client programs. Sometimes, however, both server and protocols designs may be based on an existing standard or developed by someone else. To write a client that can communicate with an existing server, we need to study its code and follow the expected protocol.

Conversely, sometimes the client may be developed by someone else and we need to write a server to communicate with it. In either case, it is important to start by understanding the protocol being used.

To demonstrate how to do this, let us examine the server program for a simple turn-based 2-player game of Tic-Tac-Toe. First, we create a simple library that defines some constants and a TicTacToe class to handle the game logic:

Program 8: tictactoe.py

```
1  N = 3                                # Size of grid
2  WIDTH = len(str(N ** 2))             # Width for each cell
3  PLAYERS = ('O', 'X')                 # Player symbols
4
5  class TicTacToe:
6
7      def __init__(self):
8          self.board = []
9          for i in range(N):
10             self.board.append([None] * N)
```

Socket Programming

```
11
12     def render_row(self, row_index):
13         start = row_index * N + 1
14         row = self.board[row_index].copy()
15         for column_index in range(N):
16             if row[column_index] is None:
17                 cell = str(start + column_index)
18             else:
19                 cell = PLAYERS[row[column_index]]
20             if len(cell) < WIDTH:
21                 cell += ' ' * (WIDTH - len(cell))
22             row[column_index] = ' ' + cell + ' '
23         return '|'.join(row) + '\n'
24
25     def render_board(self):
26         rows = []
27         for row_index in range(N):
28             rows.append(self.render_row(row_index))
29         divider = '-' * ((WIDTH + 3) * N - 1) + '\n'
30         return divider.join(rows)
31
32     def make_move(self, player_index, cell_index):
33         cell_index -= 1
34         self.board[cell_index // N][
35             cell_index % N] = player_index
36
37     def is_valid_move(self, cell_index):
38         if cell_index < 1 or cell_index > N ** 2:
39             return False
40         cell_index -= 1
41         return self.board[cell_index // N][
42             cell_index % N] is None
43
44     def is_full(self):
45         for row_index in range(N):
46             for column_index in range(N):
47                 if self.board[row_index][
48                     column_index] is None:
49                     return False
50         return True
51
52     def get_winner(self):
53         # Check diagonals
54         if self.board[0][0] is not None:
55             found = True
56             for i in range(N):
57                 if self.board[0][0] != self.board[i][i]:
58                     found = False
59                     break
```

Socket Programming

```

60         if found:
61             return self.board[0][0]
62         if self.board[0][N - 1] is not None:
63             found = True
64             for i in range(N):
65                 if self.board[0][N - 1] != self.board[i][
66                     N - i - 1]:
67                     found = False
68                     break
69             if found:
70                 return self.board[0][N - 1]
71
72         # Check rows and columns
73         for i in range(N):
74             if self.board[i][0] is not None:
75                 found = True
76                 for j in range(N):
77                     if self.board[i][0] != self.board[i][j]:
78                         found = False
79                         break
80                 if found:
81                     return self.board[i][0]
82             if self.board[0][i] is not None:
83                 found = True
84                 for j in range(N):
85                     if self.board[0][i] != self.board[j][i]:
86                         found = False
87                         break
88                 if found:
89                     return self.board[0][i]
90
91         # No matching lines were found, so no winner
92         return None

```

The following is a summary of the methods in TicTacToe class:

Methods	Description
render_row(row_index)	Returns a string representation of the specified row, such as: 1 2 3
render_board()	Returns a string representation of the entire board, such as: 1 2 3 -----

Socket Programming

	<pre> 4 5 6 ----- 7 8 9 </pre>
<code>make_move(player_index, cell_index)</code>	Modifies the board such that the specified cell is marked with the symbol for the specified player
<code>is_valid_move(cell_index)</code>	Returns whether the specified cell is currently blank
<code>is_full()</code>	Returns whether the entire board has been filled up
<code>get_winner()</code>	Returns winning player for the current board or None if there is no winner

Using this library, we create a server program that creates a TicTacToe object on line 9 to store information about the Tic-Tac-Toe board:

Program 9: game_server.py

```

1  import socket
2  import tictactoe
3
4  listen_socket = socket.socket()
5  listen_socket.bind(('127.0.0.1', 3456))
6  listen_socket.listen()
7
8  game_socket, addr = listen_socket.accept()
9  game = tictactoe.TicTacToe()
10 while True:
11     # Display current Tic-Tac-Toe board
12     print(game.render_board())
13
14     # Check if client player won
15     if game.get_winner() is not None:
16         print('Opponent wins!')
17         print()
18         break
19
20     # Check if board is full
21     if game.is_full():
22         print('Stalemate')
23         print()
24         break
25
26     # Prompt for move from server player
27     move = -1
28     while move != 0 and not game.is_valid_move(move):
29         move = int(input('Server moves ' +

```

Socket Programming

```
30         '(0 to quit): '))
31     print()
32     if move == 0:
33         game_socket.sendall(b'END\n')
34         print('You quit, opponent wins!')
35         print()
36         break
37     game.make_move(0, move)
38     game_socket.sendall(b'MOVE' +
39                         str(move).encode() + b'\n')
40
41     # Display current Tic-Tac-Toe board
42     print(game.render_board())
43
44     # Check if server player won
45     if game.get_winner() is not None:
46         print('You win!')
47         print()
48         break
49
50     # Check if board is full
51     if game.is_full():
52         print('Stalemate')
53         print()
54         break
55
56     # Receive move from client player
57     received = b''
58     while b'\n' not in received:
59         received += game_socket.recv(1024)
60     if received.startswith(b'MOVE'):
61         move = int(received[4:])
62         print('Client moves: ' + str(move))
63         print()
64         game.make_move(1, move)
65     elif received.startswith(b'END'):
66         print('Opponent quits, you win!')
67         print()
68         break
69
70     game_socket.close()
71     listen_socket.close()
```

Analysing this server code, we see that communications with the client is divided into several steps that repeat in an infinite loop:

1. Display current Tic-Tac-Toe board
2. Check if opponent has won, and if so, end game with opponent winning

Socket Programming

3. Check if the board is full, and if so, end game with a stalemate
4. Prompt for input from player; if player makes a valid move, update game board accordingly, then send b'MOVE' followed by the chosen cell number and b'\n' to the opponent; if player chooses to quit, send b'END\n' to the opponent and end game with the opponent winning
5. Display current Tic-Tac-Toe board again
6. Check if player has won, and if so, end game with player winning
7. Check if the board is full, and if so, end game with a stalemate
8. Receive opponent's action via the socket; if the action is b'MOVE' followed by a cell number and b'\n', update game board accordingly; if the action is b'END\n', end game with the player winning

As written, the server player always starts first. This means that our client code should start by receiving and processing the server's result. We also know that Tic-Tac-Toe is a symmetrical game (other than the choice of starting player), so we deduce that the client code should be similar to the server code except that "client" and "server" are exchanged and the last step is moved to the front:

1. Receive opponent's action via the socket; if the action is b'MOVE' followed by a cell number and b'\n', update game board accordingly; if the action is b'END\n', end game with the player winning
2. Display current Tic-Tac-Toe board
3. Check if opponent has won, and if so, end game with opponent winning
4. Check if the board is full, and if so, end game with a stalemate
5. Prompt for input from player; if player makes a valid move, update game board accordingly, then send b'MOVE' followed by the chosen cell number and b'\n' to the opponent; if player chooses to quit, send b'END\n' to the opponent and end game with the opponent winning
6. Display current Tic-Tac-Toe board again
7. Check if player has won, and if so, end game with player winning
8. Check if the board is full, and if so, end game with a stalemate

A client program that does this is as follows:

Program 10: game_client.py

```
1  import socket
2  import tictactoe
3
4  game_socket = socket.socket()
5  game_socket.connect(('127.0.0.1', 3456))
6
7  game = tictactoe.TicTacToe()
8  while True:
9      # Receive move from server player
10     received = b''
11     while b'\n' not in received:
12         received += game_socket.recv(1024)
13     if received.startswith(b'MOVE'):
```


Socket Programming

```
14         move = int(received[4:])
15         print('Server moves: ' + str(move))
16         print()
17         game.make_move(0, move)
18     elif received.startswith(b'END'):
19         print('Opponent quits, you win!')
20         print()
21         break
22
23     # Display current Tic-Tac-Toe board
24     print(game.render_board())
25
26     # Check if server player won
27     if game.get_winner() is not None:
28         print('Opponent wins!')
29         print()
30         break
31
32     # Check if board is full
33     if game.is_full():
34         print('Stalemate')
35         print()
36         break
37
38     # Prompt for move from client player
39     move = -1
40     while move != 0 and not game.is_valid_move(move):
41         move = int(input('Client moves ' +
42                         '(0 to quit): '))
43     print()
44     if move == 0:
45         game_socket.sendall(b'END\n')
46         print('You quit, opponent wins!')
47         print()
48         break
49     game.make_move(1, move)
50     game_socket.sendall(b'MOVE' +
51                        str(move).encode() + b'\n')
52
53     # Display current Tic-Tac-Toe board
54     print(game.render_board())
55
56     # Check if client player won
57     if game.get_winner() is not None:
58         print('You win!')
59         print()
60         break
61
62     # Check if board is full
```

Socket Programming

```
63     if game.is_full():
64         print('Stalemate')
65         print()
66         break
67
68     game_socket.close()
```

Run the server and client using two different copies of Python on the same machine to verify that the game works as expected. A sample run is also provided below:

```
===== RESTART: C:/Users/user/Desktop/game_
server.py =====
 1 | 2 | 3
---
 4 | 5 | 6
---
 7 | 8 | 9

Server moves (0 to quit): 8

 1 | 2 | 3
---
 4 | 5 | 6
---
 7 | 0 | 9

Client moves: 4

 1 | 2 | 3
---
 X | 5 | 6
---
 7 | 0 | 9

Server moves (0 to quit): 2

 1 | 0 | 3
---
 X | 5 | 6
---
 7 | 0 | 9

Client moves: 6

 1 | 0 | 3
---
 X | 5 | X
---
 7 | 0 | 9

Server moves (0 to quit): 5

 1 | 0 | 3
---
 X | 0 | X
---
 7 | 0 | 9

You win!

>>>
Ln: 70 Col: 4
```

```
===== RESTART: C:/Users/user/Desktop/game_
client.py =====
Server moves: 8

 1 | 2 | 3
---
 4 | 5 | 6
---
 7 | 0 | 9

Client moves (0 to quit): 4

 1 | 2 | 3
---
 X | 5 | 6
---
 7 | 0 | 9

Server moves: 2

 1 | 0 | 3
---
 X | 5 | 6
---
 7 | 0 | 9

Client moves (0 to quit): 6

 1 | 0 | 3
---
 X | 5 | X
---
 7 | 0 | 9

Server moves: 5

 1 | 0 | 3
---
 X | 0 | X
---
 7 | 0 | 9

Opponent wins!

>>>
Ln: 59 Col: 11
```

Socket Programming

- 9 Currently, the Tic-Tac-Toe game is written such that the server takes its turn first. For this question, modify `game_server.py` and `game_client.py` so that the client takes its turn first instead.

Program: `game_server_alternative.py`

Socket Programming

Program: game_client_alternative.py

Socket Programming

- 10** While Tic-Tac-Toe is a symmetrical game where the rules are the same for both players, other games may be asymmetrical and thus require the two players to behave differently from each other.

The following is a client program for an asymmetric guess-the-number game where a server generates a random number from 1 to 100 and a client tries to guess it within 5 tries. After each incorrect guess, the server returns whether the guess is greater than or less than the required number:

Program 11: guess_client.py

```
1  import socket
2
3  s = socket.socket()
4  s.connect(('127.0.0.1', 9999))
5
6  data = b''
7  while True:
8      while b'\n' not in data:
9          data += s.recv(1024)
10         received = data[:data.find(b'\n')]
11         data = data[len(received) + 1:]
12         if received == b'LOW':
13             print('Your guess is too low.')
14         elif received == b'HIGH':
15             print('Your guess is too high.')
16         elif received == b'GUESS':
17             guess = int(input('Enter guess (1-100): '))
18             s.sendall(str(guess).encode() + b'\n')
19         elif received == b'WIN':
20             print('You win!')
21             break
22         elif received == b'GAMEOVER':
23             print('You ran out of tries! Game over.')
24             break
25
26  s.close()
```

Socket Programming

Write the corresponding server program.

Program: guess_server.py

Socket Programming

socket Module Summary

Methods	Description
<code>bind((host, port))</code>	Binds socket object to the given address tuple (host, port), where host is an IPv4 address and port is a port number
<code>listen()</code>	Enables socket to listen for incoming connections from clients
<code>accept()</code>	Waits for an incoming connection and returns a tuple containing a new socket object for the connection and an address tuple (host, port), where host is the IPv4 address of the connected client and port is its port number
<code>connect((host, port))</code>	Initiates a connection to the given address tuple (host, port), where host is the IPv4 address of the server and port is its port number
<code>recv(max_bytes)</code>	Receives and returns up to the given number of bytes from the socket
<code>sendall(bytes)</code>	Sends the given bytes to the socket