

## **TCP Socket Connection -**

### **TCP server :**

```
import socket

def server_program():
    host = socket.gethostname()
    port = 5000

    server_socket = socket.socket()
    server_socket.bind((host, port))
    server_socket.listen(2)
    conn, address = server_socket.accept()
    print("Connection from: " + str(address))
    while True:
        data = conn.recv(1024).decode()
        if not data:
            break
        print("from connected user: " + str(data))
        data = input(' -> ')
        conn.send(data.encode())

    conn.close()

if __name__ == '__main__':
    server_program()
```

### **TCP client :**

```
import socket

def client_program():
    host = socket.gethostname()
    port = 5000

    client_socket = socket.socket()
    client_socket.connect((host, port))

    message = input(" -> ")

    while message.lower().strip() != 'bye':
        client_socket.send(message.encode())
        data = client_socket.recv(1024).decode()
```

```
    print('Received from server: ' + data)
    message = input("-> ")
    client_socket.close()
```

```
if __name__ == '__main__':
    client_program()
```