TCP-Peer to Peer

Input :

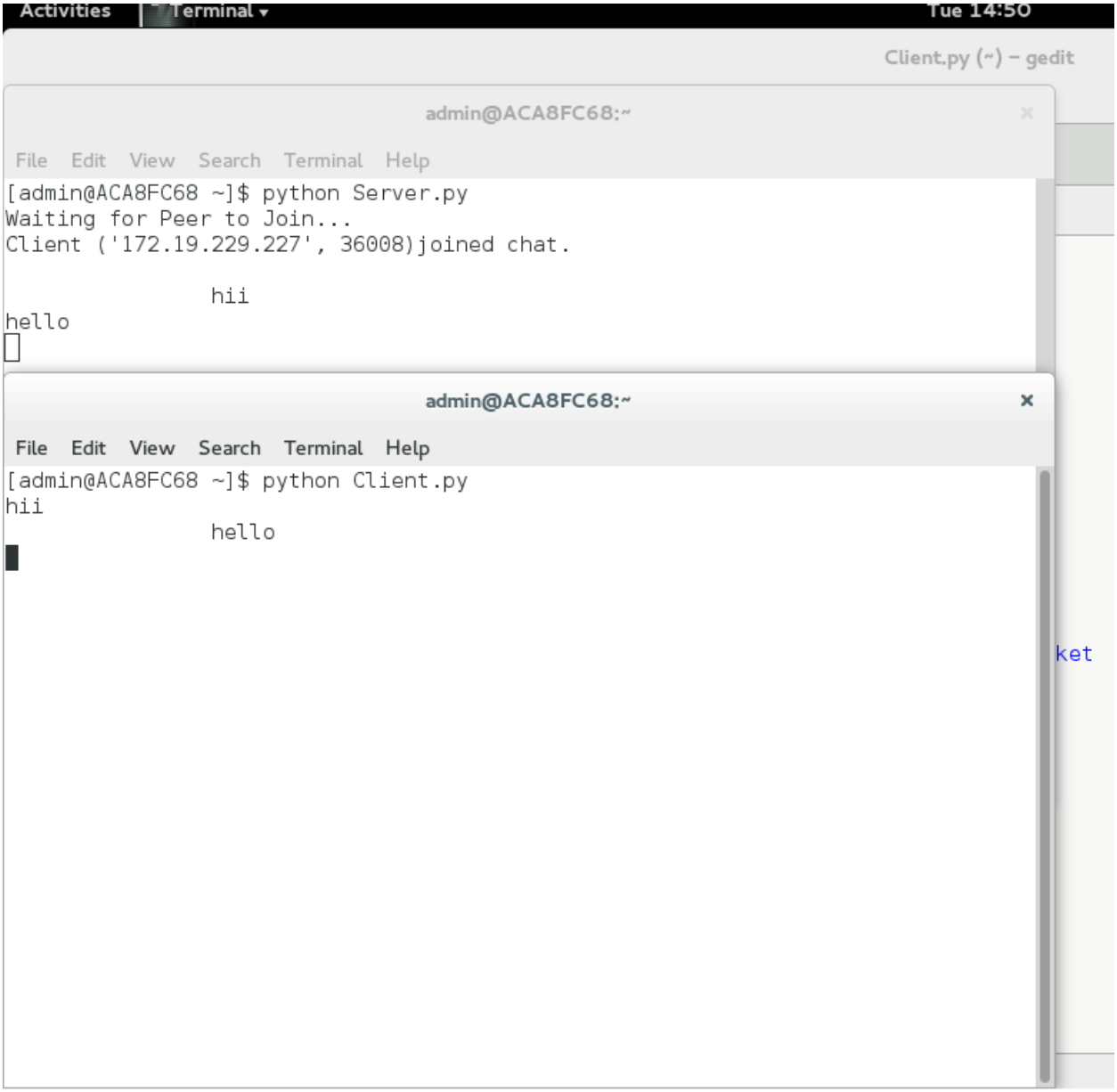
Server.py

```
import socket
from threading import Thread, Lock
import sys
def receiver(sock):
      global flag
      while flag:
            data=sock.recv(size) #receive client data
            '''Receive data from client''' #Receive client data
            if data == 'quit':
                  sys.exit(0)
            print "\t\t"+data
      flag = True
      print "Thread Exiting"

host = '172.19.229.227'           #Server IP addres
port = 50004     #Port address
backlog = 5      #For binding connections
size = 1024      #Size of packet data to receive
flag = True

s = socket.socket(socket.AF_INET, socket.SOCK_STREAM) #Creating a Socket
s.bind((host,port))    #Binding Port and IP address
s.listen(backlog)           #Listen to connection

while 1:
      print "Waiting for Peer to Join..."
      client,address=s.accept()
      '''Accept a connection'''    #Accept a client connecion
      print "Client "+str(address)+"joined chat.\n"

      # Start channel receiver thread
      '''Create a thread'''
      recv_thread=Thread(target=receiver,args=(client,))
      recv_thread.daemon = True
      recv_thread.start()

      data = "random"  #Entering any value so it is not quit initially
      while data != 'quit':  #User will enter 'quit' to exit server
            data = raw_input()
            client.send(data)#Enter message to send to client
            '''Send data to client'''    #Sending data to client
      flag = False
      client.close()   #Closing the socket
```

Client.py

```
import socket
from threading import Thread, Lock
import sys

def receiver(sock):
      while flag:
            data = sock.recv(1024) #Receive data from server
            if data == 'quit':
                  sys.exit(0)
            print "\t\t"+data

host = '172.19.229.227'           #Server IP addres
port = 50004                 #Port address
size = 1024                  #Size of packet data to receive
flag = True

sock = socket.socket(socket.AF_INET, socket.SOCK_STREAM) #Creating a
Socket
sock.connect((host,port))    #Connect to Server

# Start Receiver Thread
hop = Thread(target=receiver, args=(sock,))
hop.daemon = True
hop.start()

data = "random"  #Entering any value so it is not quit initially

while data != 'quit':  #User will enter 'quit' to exit server
      data = raw_input()#Enter message to send to server
      sock.send(data)
      '''Send data to server'''    #Sending data to server
sock.close()     #Closing the socket.
```

Output :


Activities
Terminal
Tue 14:50
Client.py (~) – gedit
admin@ACA8FC68:~
File Edit View Search Terminal Help
[admin@ACA8FC68 ~]$ python Server.py
Waiting for Peer to Join...
Client ('172.19.229.227', 36008)joined chat.
hii
hello
admin@ACA8FC68:~
File Edit View Search Terminal Help
[admin@ACA8FC68 ~]$ python Client.py
hii
hello
ket