

Exercises: sockets

- Socket programming with Zero MQ
 - pip install pyzmq
 - pip install tornado
- Special TCP sockets, not classical Unix sockets
- Support for different messaging patterns
 - Request/Response
 - Publish/Subscribe
 - ... and many more

Exercise: sockets

- Types of sockets
- Request/response
 - REQ client-side
 - REP server-side
 - send – recv – send – recv ...
- Publish/subscribe
 - PUB server-side
 - SUB client-side
 - (recv) – send – recv
- Chatroom app:
 - `DS_Examples/misc/chatroom_sockets_server.py`

Exercises: sockets

1. Modify the client so that it listens to the SUB socket and prints a message as soon as a message arrives. The program should listen asynchronously and print the message to the console.

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2. Modify the client to check the acknowledgement of the server as soon as a message is sent

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3. Modify client/server to add the following functionality

- The client sends username to the server
- Server returns “OK” if there is no active session for that user, or “ERR” otherwise
- As soon as client disconnects, the client sends a message to the server announcing that it will disconnect next. Then the server forgets the user