Asyncio Streams

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1 Streams

Los streams son async/await primitivos de alto nivel para trabajar con conexiones de red. Los streams permiten enviar y recibir datos sin utilizar callbacks o protocolos y transportes de bajo nivel.

Este es un ejemplo de un cliente:

```
async def handle_echo(reader, writer):
    data = await reader.read(100)
    message = data.decode()
    addr = writer.get_extra_info('peername')

print(f"Received {message!r} from {addr!r}")
```

```
[3]: import asyncio
     import socket
     async def wait_for_data():
         # Get a reference to the current event loop because
         # we want to access low-level APIs.
         loop = asyncio.get_running_loop()
         # Create a pair of connected sockets.
         rsock, wsock = socket.socketpair()
         # Register the open socket to wait for data.
         reader, writer = await asyncio.open_connection(sock=rsock)
         # Simulate the reception of data from the network
         loop.call_soon(wsock.send, 'abc'.encode())
         # Wait for data
         data = await reader.read(100)
         # Got data, we are done: close the socket
         print("Received:", data.decode())
         writer.close()
```

```
# Close the second socket
wsock.close()
```

 $\# \ asyncio.run(wait_for_data())$