Designing a

Web-Sever Using Sockets

and

Demonstrating the Client and Server Communication

NEED HELP?

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CODE:

(2 files to be run individually on different or same systems)

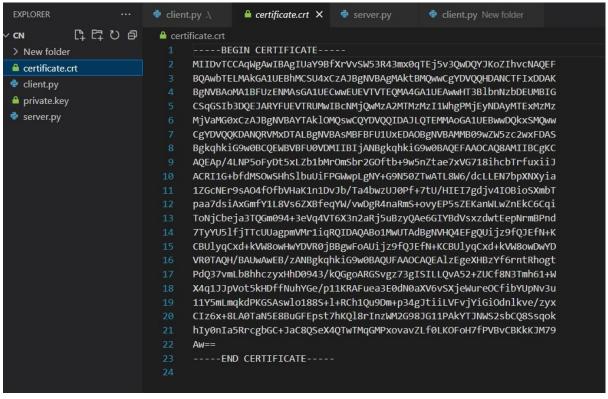
>> server.py

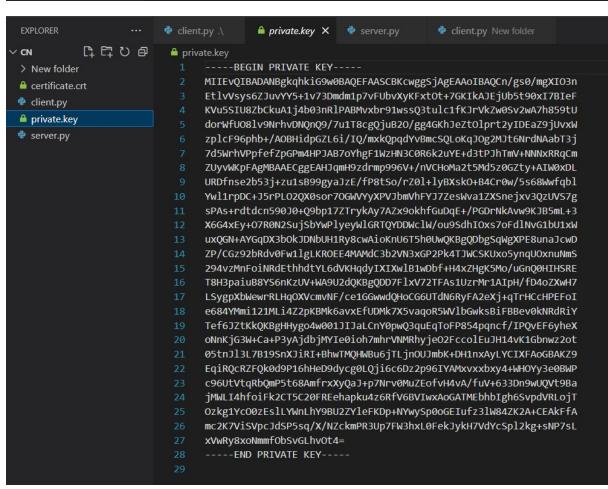
```
import socket import
ssl import threading
def handle client(conn,
addr):
   print(f"[NEW
                    CONNECTION]
                                    {addr}
connected.")
               connected = True
                                    while
connected:
       msg
                   conn.recv(1024).decode()
if not msg:
                                       break
print(f"[{addr}] {msg}")
                                  response =
             received
"Message
                           by
                                    server."
conn.send(response.encode()) conn.close()
def main():
    context = ssl.SSLContext(ssl.PROTOCOL_TLS_SERVER)
context.load_cert_chain('certificate.crt', 'private.key')
         server socket = socket.socket(socket.AF INET, socket.SOCK STREAM)
ssl_server_socket = context.wrap_socket(server_socket, server_side=True)
ssl_server_socket.bind(('192.168.0.216', 5566))
ssl_server_socket.listen(5)
    print("[LISTENING] Server is listening on
192.168.0.216:5566")
                              while True:
                                                 conn, addr =
ssl_server_socket.accept()
                thread = threading.Thread(target=handle client,
args=(conn, addr))
                         thread.start()
                                                 print(f"[ACTIVE
CONNECTIONS] {threading.active_count() - 1}") if __name__ ==
" main ":
                main()
```

>> client.py

```
import socket
import ssl
def main():
    client = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
context = ssl.create_default_context()
context.check_hostname = False
context.verify_mode = ssl.CERT_NONE
    client = context.wrap_socket(client, server_hostname=None)
client.connect(('192.168.0.216', 5566))
print("[CONNECTED] Client connected to server.")
                                                    while
               msg = input("Enter message:
          client.send(msg.encode())
                                             if
msg == 'exit':
            break
                         response =
client.recv(1024).decode()
print(f"[SERVER] {response}")
client.close() if __name__ ==
"__main__":
                main()
```

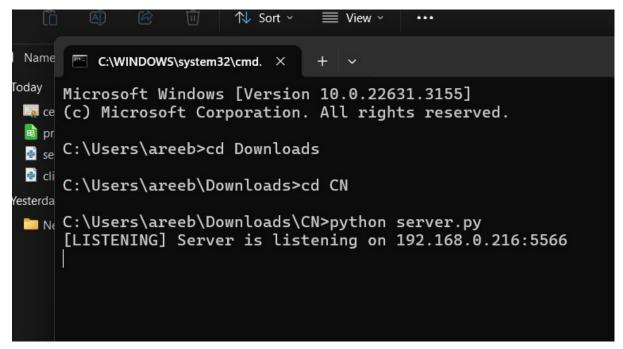
SSL:



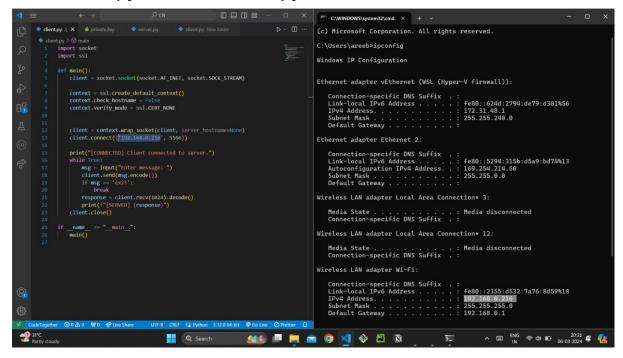


>>Procedure:

1) Run the server.py file on the server system using the command: python server.py



2) Make sure the IP Address and Port Number matches the server (use command: ipconfig) and run the client.py file on the client system using the command: python client.py



- 3) Now that the connection is established, type any input text from the server side and the message will reach the client system via the connections established using sockets.
- 4) Similarly other multiple clients can also connect to the server using the same connection at once. This is achieved using multithreading.

>>Output Screenshots:

- Server Initiated:

```
C:\WINDOWS\system32\cmd. × + \

Microsoft Windows [Version 10.0.22631.3155]
(c) Microsoft Corporation. All rights reserved.

C:\Users\areeb>cd Downloads

C:\Users\areeb\Downloads>cd CN

C:\Users\areeb\Downloads\CN>python server.py
[LISTENING] Server is listening on 192.168.0.216:5566
```

-Client Connection with Server

```
Microsoft Windows [Version 10.0.22631.3155]
(c) Microsoft Corporation. All rights reserved.

C:\Users\areeb>cd Downloads

C:\Users\areeb\Downloads>cd CN

C:\Users\areeb\Downloads\CN>python client.py
[CONNECTED] Client connected to server.
Enter message:
```

-Server Confirms Client Connection:

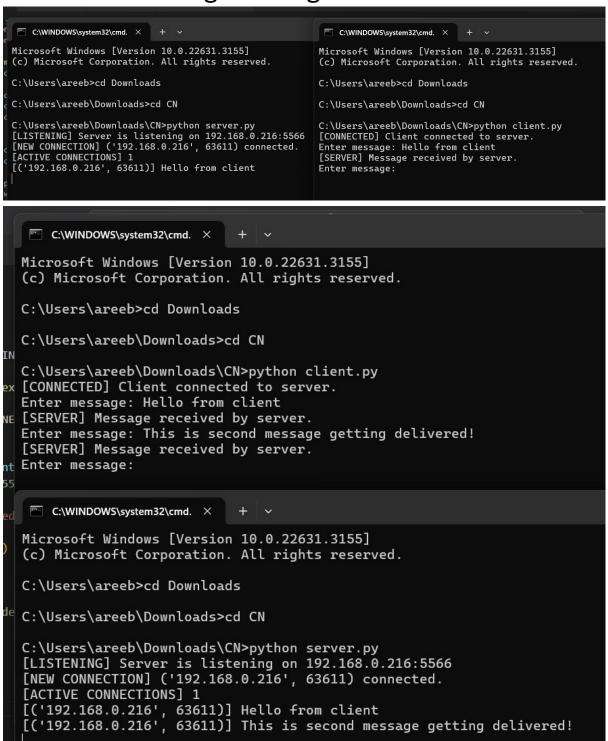
```
Microsoft Windows [Version 10.0.22631.3155]
(c) Microsoft Corporation. All rights reserved.

C:\Users\areeb>cd Downloads

C:\Users\areeb\Downloads>cd CN

C:\Users\areeb\Downloads\CN>python server.py
[LISTENING] Server is listening on 192.168.0.216:5566
[NEW CONNECTION] ('192.168.0.216', 63611) connected.
[ACTIVE CONNECTIONS] 1
```

-Client Sending Messages to Server



-Connecting Multiple Clients to the Server:

```
C:\WINDOWS\system32\cmd. X
C:\Users\areeb\Downloads\CN>python client.py
[CONNECTED] Client connected to server.
Enter message:
 C:\WINDOWS\system32\cmd. X
Microsoft Windows [Version 10.0.22631.3155]
(c) Microsoft Corporation. All rights reserved.
C:\Users\areeb>cd Downloads
C:\Users\areeb\Downloads>cd CN
C:\Users\areeb\Downloads\CN>python server.py
[LISTENING] Server is listening on 192.168.0.216:5566
[NEW CONNECTION] ('192.168.0.216', 63611) connected.
[ACTIVE CONNECTIONS] 1
[('192.168.0.216', 63611)] Hello from client
[('192.168.0.216', 63611)] This is second message getting delivered!
[NEW CONNECTION] ('192.168.0.216', 63641) connected.
[ACTIVE CONNECTIONS] 2
```

```
Microsoft Windows [Version 10.0.22631.3155]
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C:\Users\areeb>cd Downloads

C:\Users\areeb\Downloads>cd CN

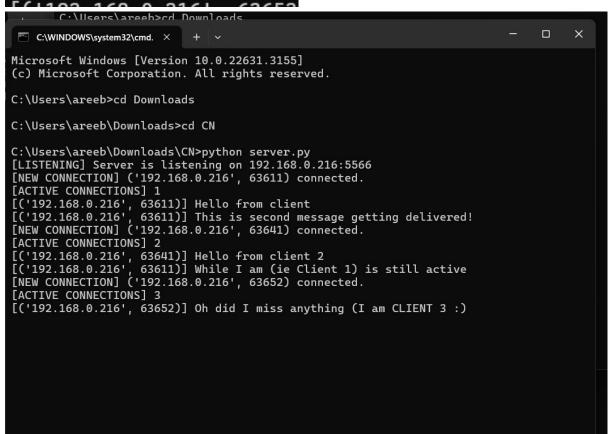
C:\Users\areeb\Downloads\CN>python server.py
[LISTENING] Server is listening on 192.168.0.216:5566
[NEW CONNECTION] ('192.168.0.216', 63611) connected.
[ACTIVE CONNECTIONS] 1
[('192.168.0.216', 63611)] Hello from client
[('192.168.0.216', 63611)] This is second message getting delivered!
[NEW CONNECTION] ('192.168.0.216', 63641) connected.
[ACTIVE CONNECTIONS] 2
[('192.168.0.216', 63641)] Hello from client 2
```

```
Microsoft Windows [Version 10.0.22631.3155]
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C:\Users\areeb>cd Downloads

C:\Users\areeb\Downloads\CN>python server.py
[LISTENING] Server is listening on 192.168.0.216:5566
[NEW CONNECTION] ('192.168.0.216', 63611) connected.
[ACTIVE CONNECTIONS] 1
[('192.168.0.216', 63611)] Hello from client
[('192.168.0.216', 63611)] This is second message getting delivered!
[NEW CONNECTIONS] 2
[('192.168.0.216', 63641)] Hello from client 2
[('192.168.0.216', 63611)] While I am (ie Client 1) is still active
```

[NEW CONNECTION] ('192.1 [ACTIVE CONNECTIONS] 3



Thankyou! Don't forget to let me know how you have found this!