NETWORK ARCHITECTURE

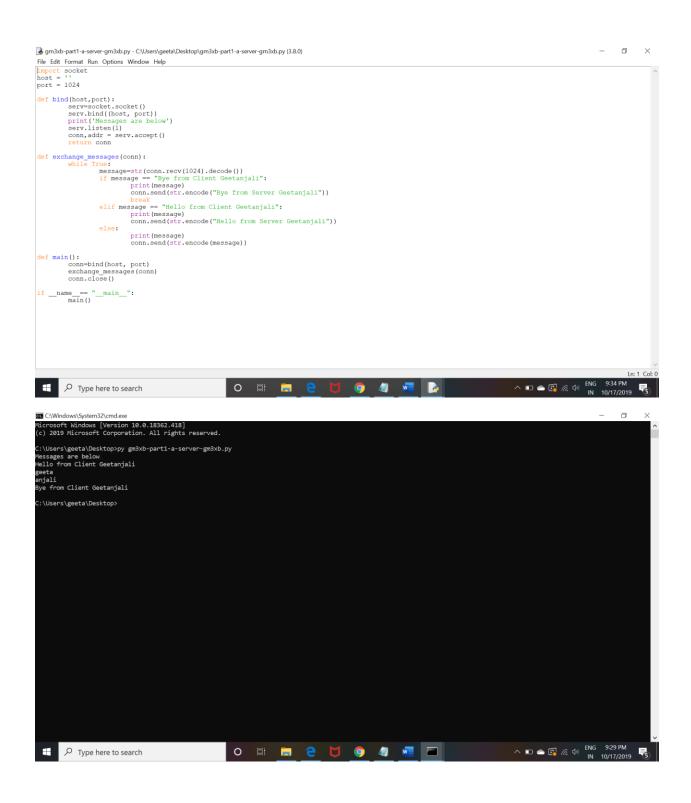
Project#1(Part#1)

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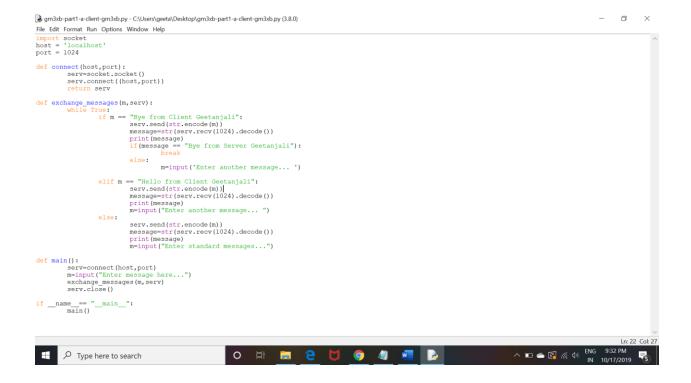
Server-localhost

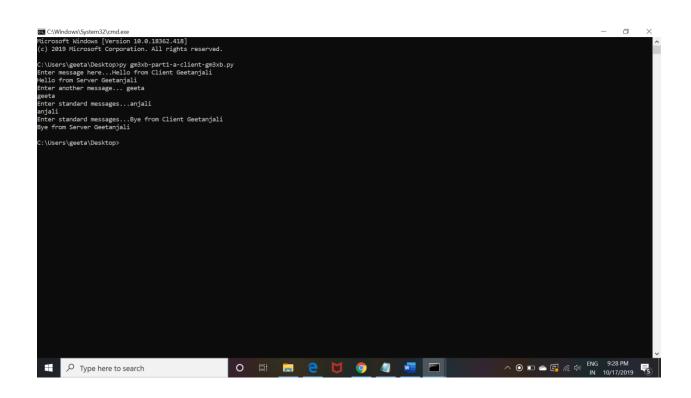
- import socket
- host = "
- port = 1024
- def bind(host,port):
- serv=socket.socket()
- serv.bind((host, port))
- print('Messages are below')
- serv.listen(1)
- conn,addr = serv.accept()
- return conn
- def exchange_messages(conn):
- while True:
- message=str(conn.recv(1024).decode())
- if message == "Bye from Client Geetanjali":
- print(message)
- conn.send(str.encode("Bye from Server Geetanjali"))
- break
- elif message == "Hello from Client Geetanjali":
- print(message)
- conn.send(str.encode("Hello from Server Geetanjali"))
- else:
- print(message)
- conn.send(str.encode(message))
- def main():
- conn=bind(host, port)
- exchange_messages(conn)
- conn.close()
- if __name__== "__main__":
- main()



Client- localhost

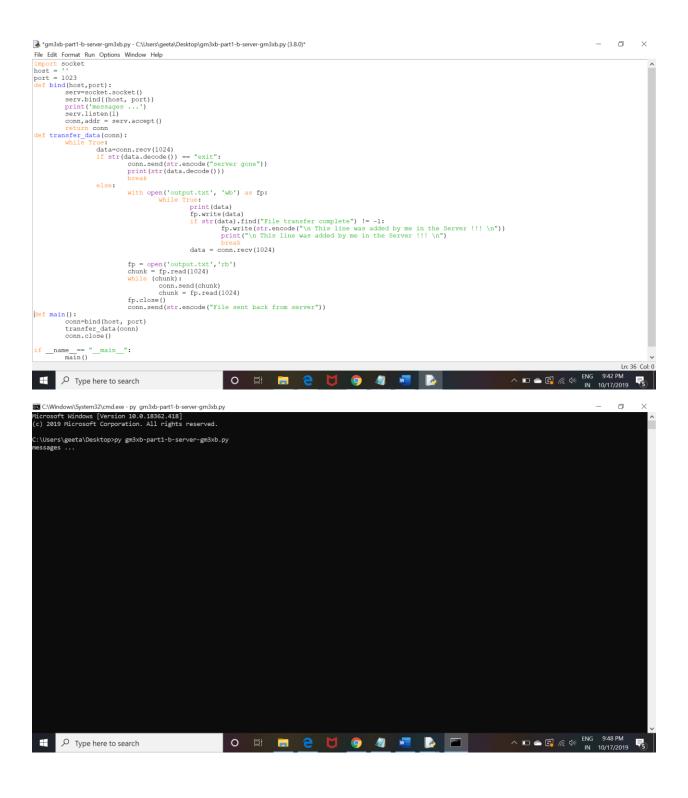
- import socket
- host = 'localhost'
- port = 1024
- def connect(host,port):
- serv=socket.socket()
- serv.connect((host,port))
- return serv
- def exchange_messages(m,serv):
- while True:
- if m == "Bye from Client Geetanjali":
- serv.send(str.encode(m))
- message=str(serv.recv(1024).decode())
- print(message)
- if(message == "Bye from Server Geetanjali"):
- break
- else:
- m=input('Enter another message... ')
- elif m == "Hello from Client Geetanjali":
- serv.send(str.encode(m))
- message=str(serv.recv(1024).decode())
- print(message)
- m=input("Enter another message... ")
- else:
- serv.send(str.encode(m))
- message=str(serv.recv(1024).decode())
- print(message)
- m=input("Enter standard messages...")
- •
- def main():
- serv=connect(host,port)
- m=input("Enter message here...")
- exchange_messages(m,serv)
- serv.close()
- if __name__== "__main__":
- main()

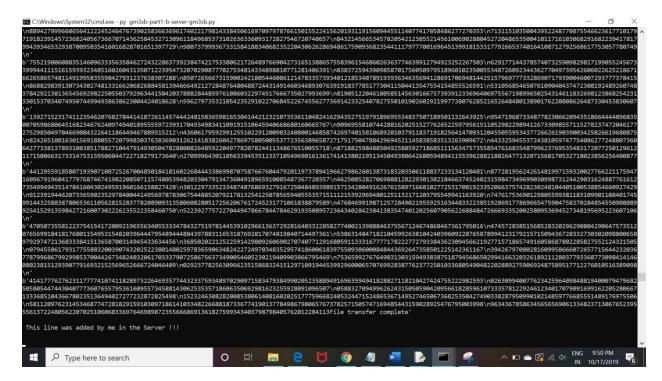




Server-localhost

- import socket
- host = "
- port = 1023
- def bind(host,port):
- serv=socket.socket()
- serv.bind((host, port))
- print('messages ...')
- serv.listen(1)
- conn,addr = serv.accept()
- return conn
- def transfer_data(conn):
- while True:
- data=conn.recv(1024)
- if str(data.decode()) == "exit":
- conn.send(str.encode("server gone"))
- print(str(data.decode()))
- break
- else:
- with open('output.txt', 'wb') as fp:
- while True:
- print(data)
- fp.write(data)
- if str(data).find("File transfer complete") != -1:
- fp.write(str.encode("\n This line was added by me in the Server !!! \n"))
- print("\n This line was added by me in the Server !!! \n")
- break
- data = conn.recv(1024)
- fp = open('output.txt','rb')
- chunk = fp.read(1024)
- while (chunk):
- conn.send(chunk)
- chunk = fp.read(1024)
- fp.close()
- conn.send(str.encode("File sent back from server"))
- def main():
- conn=bind(host, port)
- transfer_data(conn)
- conn.close()
- if __name__== "__main__":
- main()

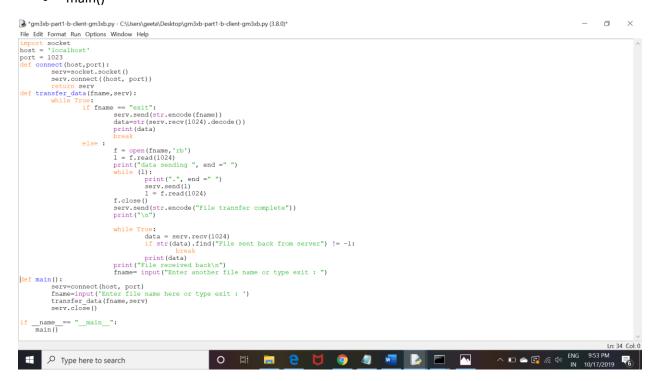


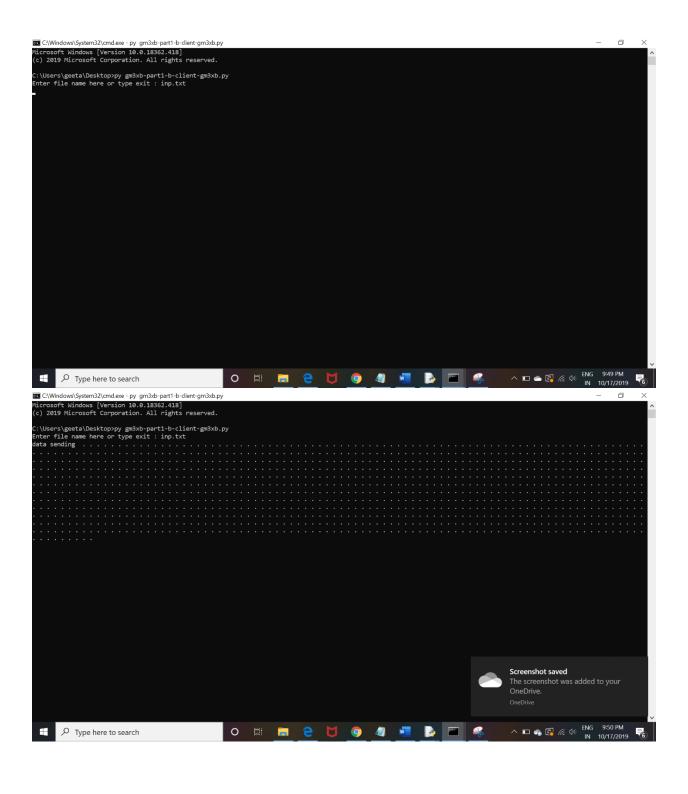


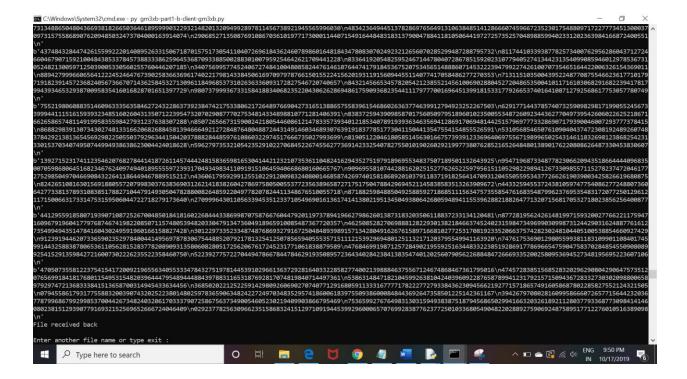
Client-localhost

- import socket
- host = 'localhost'
- port = 1023
- def connect(host,port):
- serv=socket.socket()
- serv.connect((host, port))
- return serv
- def transfer_data(fname,serv):
- while True:
- if fname == "exit":
- serv.send(str.encode(fname))
- data=str(serv.recv(1024).decode())
- print(data)
- break
- else:
- f = open(fname,'rb')
- I = f.read(1024)
- print("data sending ", end =" ")
- while (I):
- print(".", end =" ")
- serv.send(I)
- I = f.read(1024)
- f.close()

- serv.send(str.encode("File transfer complete"))
- print("\n")
- while True:
- data = serv.recv(1024)
- if str(data).find("File sent back from server") != -1:
- break
- print(data)
- print("File received back\n")
- fname= input("Enter another file name or type exit:")
- def main():
- serv=connect(host, port)
- fname=input('Enter file name here or type exit : ')
- transfer_data(fname,serv)
- serv.close()
- if __name__== "__main__":
- main()



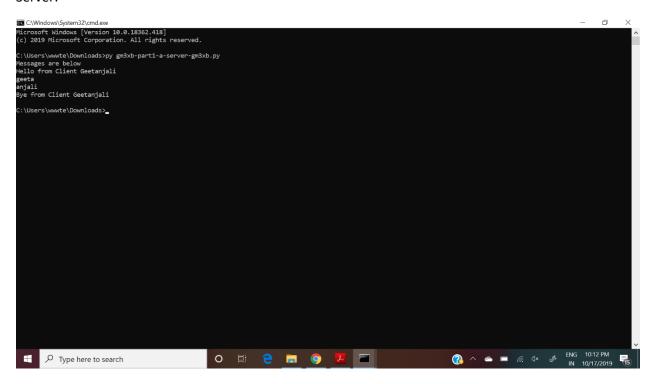




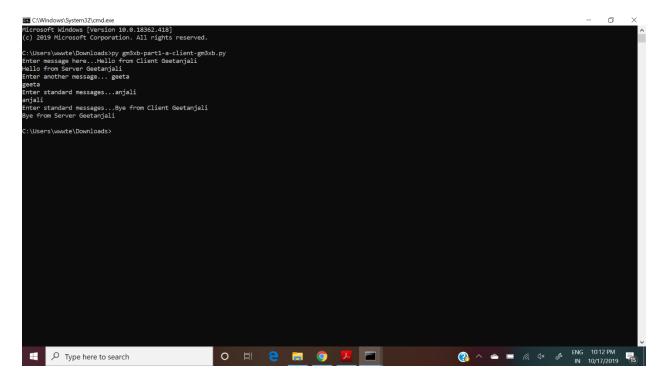
ANOTHER SYSTEM:

A)

Server:

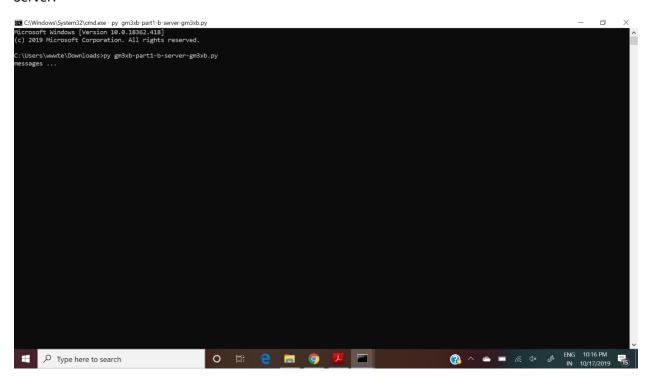


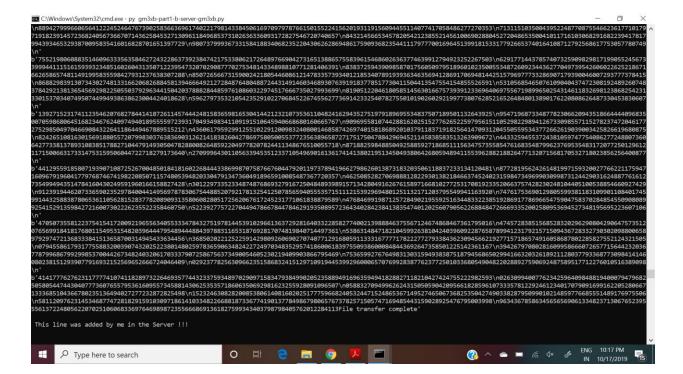
Client:



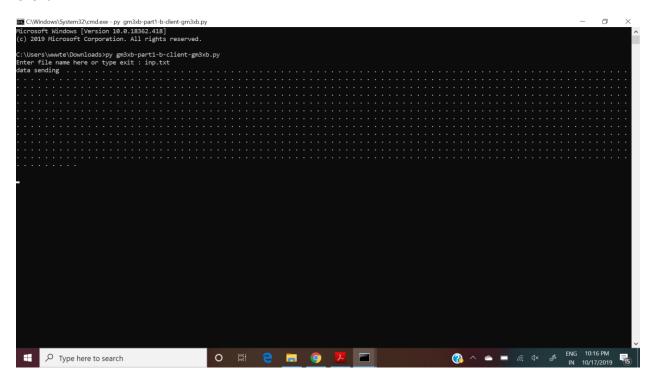
B)

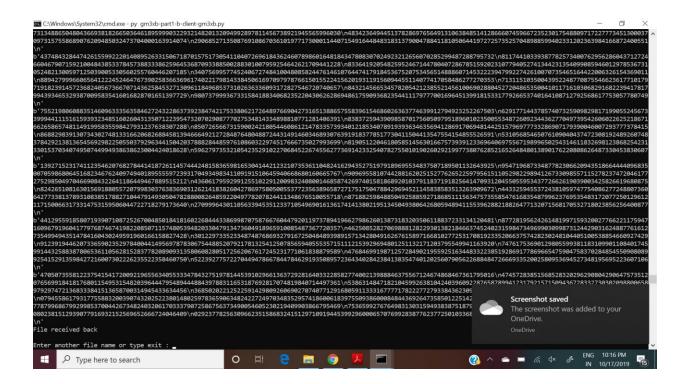
Server:





Client:





Drive link for codes and .txt files (input and output)

https://drive.google.com/open?id=13rcTenSrAyB9GB9OK0fOymwhMYvv9cTG