## [CSS652 Networks Lab]

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## Lab 1

Q. Create a Server – Client connection.

>> client.py [multithreaded client requests]

```
1 import socket
2 import threading
3 import time
5 PORT = 3000
6 	ext{ IP = '127.0.0.1'}
8 def connect_to():
9 s = socket.socket()
10
    s.connect((IP, PORT))
    s.send(">> Client sends request.\n".encode())
11
     print(s.recv(1024).decode())
12
13
     s.close()
14
15 def main():
     start = time.perf_counter()
16
     clients = []
17
    for i in range(5):
18
19
       client = threading.Thread(target=connect_to)
20
       client.start()
21
       clients.append(client)
22
    for thread in clients:
23
      thread.join()
24
     finish = time.perf_counter()
25
     print(f'\n\nFinished in {round(finish-start, 2)} second(s)\n')
26
27 if __name__ == '__main__':
28 main()
```

```
>> server.py
 1 import socket
 3 \text{ PORT} = 3000
   IP = '127.0.0.1'
 6 s = socket.socket()
 7
    s.bind((IP, PORT))
    print("Socket created and bound to PORT: %s" %(PORT))
    s.listen(5)
 9
10
11 while True:
12
       c, address = s.accept()
13
       print('[!] Connection request from:', address)
14
       print(c.recv(1024).decode())
15
       c.send('>> Server sends acknowledgement.\n'.encode())
16
       c.close()
    >> Runtime [Server Logs]
      JasperCyan@LAPTOP-UTQJNQCA MINGW64 /d/Classes/6. Sixth Semester/Networks Lab
      $ python Lab\ 1\ -\ Introduction/server.py
      Socket created and bound to PORT: 3000
      [!] Connection request from: ('127.0.0.1', 23480)
      >> Client sends request.
      [!] Connection request from: ('127.0.0.1', 23479)
      >> Client sends request.
      [!] Connection request from: ('127.0.0.1', 23481)
      >> Client sends request.
      [!] Connection request from: ('127.0.0.1', 23482)
      >> Client sends request.
      [!] Connection request from: ('127.0.0.1', 23483)
      >> Client sends request.
     >> Client Side
      JasperCyan@LAPTOP-UTQJNQCA MINGW64 /d/Classes/6. Sixth Semester/Networks Lab
      $ python Lab\ 1\ -\ Introduction/client.py
      >> Server sends acknowledgement.
      Finished in 0.0 second(s)
```