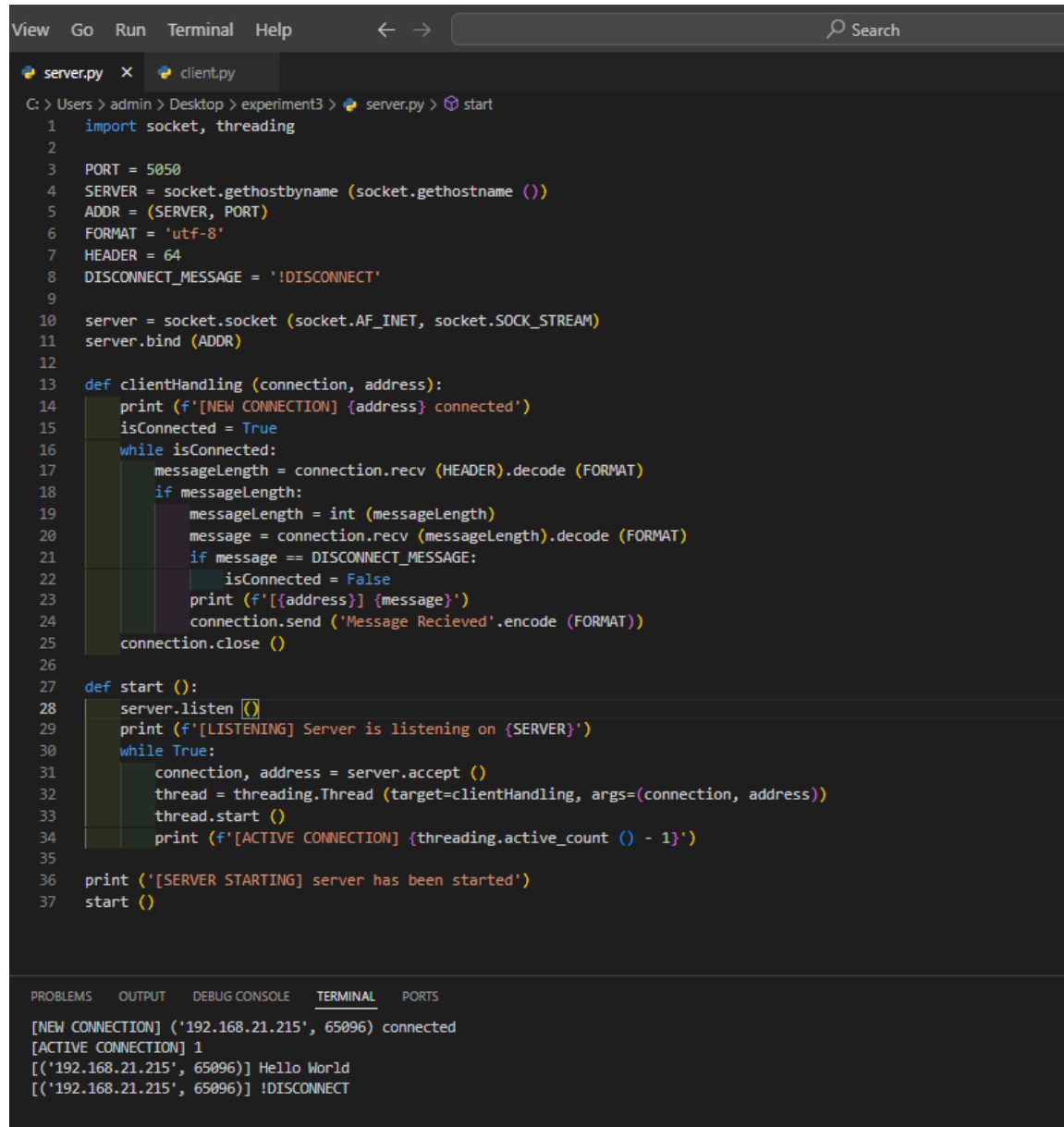


Dhruv Choudhary RollNo.09



The image shows a code editor with two tabs: `server.py` and `client.py`. The `server.py` tab is active, displaying a Python script for a multi-threaded server. The script imports `socket` and `threading`, sets a port of 5050, and binds to the local host. It defines a `clientHandling` function to process incoming connections and a `start` function to begin listening. The terminal output at the bottom shows the server starting, receiving a connection from 192.168.21.215, and receiving the message "Hello World" before the client disconnects.

```
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server.py x client.py

C: > Users > admin > Desktop > experiment3 > server.py > start
1  import socket, threading
2
3  PORT = 5050
4  SERVER = socket.gethostbyname (socket.gethostname ())
5  ADDR = (SERVER, PORT)
6  FORMAT = 'utf-8'
7  HEADER = 64
8  DISCONNECT_MESSAGE = '!DISCONNECT'
9
10 server = socket.socket (socket.AF_INET, socket.SOCK_STREAM)
11 server.bind (ADDR)
12
13 def clientHandling (connection, address):
14     print (f'[NEW CONNECTION] {address} connected')
15     isConnected = True
16     while isConnected:
17         messageLength = connection.recv (HEADER).decode (FORMAT)
18         if messageLength:
19             messageLength = int (messageLength)
20             message = connection.recv (messageLength).decode (FORMAT)
21             if message == DISCONNECT_MESSAGE:
22                 isConnected = False
23                 print (f'[{address}] {message}')
24                 connection.send ('Message Recieved'.encode (FORMAT))
25             connection.close ()
26
27 def start ():
28     server.listen ()
29     print (f'[LISTENING] Server is listening on {SERVER}')
30     while True:
31         connection, address = server.accept ()
32         thread = threading.Thread (target=clientHandling, args=(connection, address))
33         thread.start ()
34         print (f'[ACTIVE CONNECTION] {threading.active_count () - 1}')
35
36 print ('[SERVER STARTING] server has been started')
37 start ()

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

[NEW CONNECTION] ('192.168.21.215', 65096) connected
[ACTIVE CONNECTION] 1
[('192.168.21.215', 65096)] Hello World
[('192.168.21.215', 65096)] !DISCONNECT
```

View Go Run Terminal Help ← → 🔍 Search

server.py client.py X

C: > Users > admin > Desktop > experiment3 > client.py > ...

```
1 import socket
2
3 PORT = 5050
4 SERVER = '192.168.21.215'
5 ADDR = (SERVER, PORT)
6 FORMAT = 'utf-8'
7 HEADER = 64
8 DISCONNECT_MESSAGE = '!DISCONNECT'
9
10 client = socket.socket (socket.AF_INET, socket.SOCK_STREAM)
11 client.connect (ADDR)
12
13 def send (messages):
14     message = messages.encode (FORMAT)
15     messageLength = len (message)
16     sendLength = str (messageLength).encode (FORMAT)
17     sendLength += b' ' * (HEADER - len (sendLength))
18     client.send (sendLength)
19     client.send (message)
20     print (client.recv (2045).decode (FORMAT))
21
22 if __name__ == '__main__':
23     ### Pass the Hello World message as an input
24     send ("Hello World")
25
26     send (DISCONNECT_MESSAGE)
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
PS C:\Users\admin> & C:/Users/admin/AppData/Local/Programs/Python/Python312/python.exe c:/Users/admin/Desktop/experiment3/client.py
PS C:\Users\admin> & C:/Users/admin/AppData/Local/Programs/Python/Python312/python.exe c:/Users/admin/Desktop/experiment3/client.py
Message Recieved
Message Recieved
PS C:\Users\admin>
```