SEM 2 2022/2023 (A221)

MTN 3023
Computer Networking

LAB REPORT NO: ~~1~~ / 2 ~~/ 3 / 4~~

Name: _____Mohd Izzul Ikhwan bin Mohd yusof_____

Matric Number: _____D20201095609_____

Lecture Group: ~~A / B / C~~ / D / ~~E~~

Lecturer: Ts. Dr. Nazre bin Abdul Rashid / Dr. Octa Nurika

Phyton Code (socket programming)

serverside.py   clientside.py

```python
1  print ("<Mohd Izzul Ikhwan>")
2  print ("<D20201095609>")
3  print ("<D>")
4
5  #server side
6
7  import socket #importing thr socket library
8  print ("Server Up") #to display statement
9  s = socket.socket() #create a socket object that supports the context manager type
10 port = 1900 #represent the serve soket port
11 s.bind(('', port)) #bind the socket with the server port
12 s.listen(1) #connections from client
13 c, addr = s.accept() #to accept, or complete, the connection
14 print ("Socket Up and running with a connection from Client at ",addr) #print the sentence
15 while True:
16     rcvdData = c.recv(1024).decode() #receive a sentence from client
17     print ("Client:",rcvdData) #print the sentence
18     sendData = input("Server: ") #print a decode message
19     c.send(sendData.encode()) #send the data back to the client
20     if(sendData == "Bye" or sendData == "bye"): #if client send message 'bye' or 'Bye', then terminate
21         break
22 c.close() #close the socket
```

Shell

```
Python 3.7.9 (bundled)
>>>
```

Python 3.7.9

serverside.py   clientside.py

```python
1  print ("<Mohd Izzul Ikhwan>")
2  print ("<D20201095609>")
3  print ("<D>")
4
5  #client side
6
7  import socket #phyton program to implement server side of chat room
8  print ("Client Up") #to display statement
9  s = socket.socket() #creates a socket object that support the context manager type
10 #connecting to the server
11 s.connect(('127.0.0.1', 1900)) #127.0.0.1=loop address, 1900=port address; connect to the TCP server running atv127.0.0.1:1900
12 while True:
13     str = input("Client: ")
14     s.send(str.encode()); #input a string from the user
15     if(str == "Bye" or str == "bye"): #if server send message 'bye' or 'Bye', then terminate
16         break
17     print ("Server:",s.recv(1024).decode()) #print the decode message
18 s.close() #close the socket
```

Shell

```
Python 3.7.9 (bundled)
>>>
```

Python 3.7.9

Output

```
C:\WINDOWS\system32\cmd.     ×    +    ∨

<Mohd Izzul Ikhwan>
<D20201095609>
<D>
Server Up
Socket Up and running with a connection from Client at  ('127.0.0.1', 61051)
Client: hello
Server: yeah hello, may i help you?
Client: yes please
Server: okay, just ask what the problem here?
Client: sorry for say it, why your server very slow?
Server: let me tell you the truth, our server is being hacked/hiject by named OktaNurika. so all of our client data is lost
Client: so can your technician bring our data back?
Server: absolutely, but it may take some time for levelup the server security thanks to Mohd Izzul Ikhwan the chief technician.
```

```
C:\WINDOWS\system32\cmd.     ×    +    ∨

<Mohd Izzul Ikhwan>
<D20201095609>
<D>
Client Up
Client: hello
Server: yeah hello, may i help you?
Client: yes please
Server: okay, just ask what the problem here?
Client: sorry for say it, why your server very slow?
Server: let me tell you the truth, our server is being hacked/hiject by named OktaNurika. so all of our client data is lost
Client: so can your technician bring our data back?
Server: absolutely, but it may take some time for levelup the server security thanks to Mohd Izzul Ikhwan the chief technician.
Client:
```