

Client/Server Practice

Programming in Network Environments

Biomedicine Engineering Degree 2017-2018

Juan Gonzalez Gomez (juan.gonzalez.gomez@urjc.es)

Álvaro del Castillo San Félix (alvaro.delcastillo@urjc.es)

Practice Description

All the code that will be used in this practise is in:

<https://github.com/acs/python-red/tree/master/sockets>

1. Download **client_socket.py** and **server_socket.py**, execute them and check that the client and the server has started and are working.
2. Understand all the code. Change in the client the web server url to: **gsyc.es**
3. Download **client_socket_data.py** and **server_socket_data.py**, execute them and check that the client and the server has started and are working.
4. Change the server so it returns the cost of the service in **dollars** also.