



Ping

Q. Implement echo client server using TCP/UDP Sockets.

Client:

```
import socket
```

```
import time
```

```
def ping_server (host = '127.0.0.1', port = 12345):  
    with socket.socket (socket.AF_INET, socket.  
        SOCK_DGRAM) as s:
```

try:

```
    s.sendto (b"hello", (host, port))
```

```
except socket.timeout:
```

```
    print ("Request timed out")
```

```
if __name__ == "__main__":
```

```
    ping_server()
```

Server:

```
import socket
```

```
def start_server (host = '127.0.0.1', port = 12345):
```

```
    with socket.socket (socket.AF_INET, socket.SOCK-  
       _DGRAM) as s:
```

```
        s.bind (host, port)
```

```
        print (f"UDP Server running on {host}")
```

```
while True:
```

```
    data, addr = s.recvfrom (1024)
```

```
    print (f"Received message from {addr}: {data.  
        decode()}")
```

```
if __name__ == "__main__":
```

```
    start_server()
```

o/p: python server.py

UDP Server running on 127.0.0.1: 12345

Received message from ('127.0.0.1', 59290), hello

python client.py

Received reply from ('127.0.0.1', 59290)

Server: Hello, client

(b) Implement chat client Server using TCP/UDP Sockets:

Server:

```
import socket
```

```
def receive():
```

```
    port = 12345
```

```
    host = '127.0.0.1'
```

```
    with socket.socket(socket.AF_INET, socket.SOCK_DGRAM) as s:
```

```
        s.bind((host, port))
```

```
        while True:
```

```
            data = s.recvfrom(1024)
```

```
            print('Client', [d.decode()])
```

```
            a = input('Enter reply')
```

```
            s.sendto(a.encode(), add)
```

```
            if a == "end":
```

```
                break
```

```
            edit
```



client:

import socket

import time

def recv2(ca):

host = '127.0.0.1'

port = 12345

with socket.socket(socket.AF\_INET, socket.SOCK\_DGRAM)

as s:

s.sendto(ca.encode(), (host, port))

dr, addr = s.recvfrom(1024)

print(dr.decode())

while (True):

a = input("Enter Message")

if (a == "end"):

recv2(ca)

break

else:

recv2(ca)

o/p: server.py = client {'hi'}

Enter Reply: hello

client {'How are you'}

Enter Reply: I'm fine

o/p: client.py = Enter Message: hi

{'hello'}

Enter Message: How are you

{'I'm Fine'}

Result:

Thus the program is executed successfully and the output is verified.