Client Socket Methods

Method	Description
s.connect()	This method actively initiates TCP server connection.

General Socket Methods

Method	Description
s.recv()	This method receives TCP message
s.send()	This method transmits TCP message
s.recvfrom()	This method receives UDP message
s.sendto()	This method transmits UDP message
s.close()	This method closes socket
socket.gethostname()	Returns the hostname.

A Simple Server

To write Internet servers, we use the **socket** function available in socket module to create a socket object. A socket object is then used to call other functions to setup a socket server.

Now call **bind(hostname, port)** function to specify a *port* for your service on the given host.

Next, call the *accept* method of the returned object. This method waits until a client connects to the port you specified, and then returns a *connection* object that represents the connection to that client.

```
#!/usr/bin/python          # This is server.py file



import socket              # Import socket module
```