CHAT CLIENT SERVER

AIM:

Implement chat client server using TCP/UDP sockets.

CODE:

server.py:

```
import socket

def server():
    port = 12345
    host = '127.0.0.1'
    with socket.socket (socket. AF_INET,
        socket.sock_DGRAM') as s:
        s.bind ((host, port))
        while (True):
            d, add = s.recvfrom (1024)
            print ("client", & d.decode ()
            a = input ("Enter reply")
            s.sendto (a.encode(),
                      add )
            if (a=="end")
                break
    end

server ()
```

client.py

```python
import socket
import time

def recvr a (a):
    host = '127.0.0.1'
    port = 12345

    to ffr socket.socket (socket. AF_INET,
        socket. sock_DGRAM) as s:
        s.sendTo (a.encode(), (host, port))
        d, addr = s.recvfrom (1024)
        print ( &d.decode ()3)

    while (True):
        a = input ("Enter Message")
        if (a=="end"):
            recv(a)
            break
        else:
            sock.recv (a)
```

RESULT:

Thus, chat client server was implemented successfully using Tcp / uDP sockets and output, PB, verified.