Q2 ==> Parsing XML with SAX APIs

MovieHandler.py

```
#!/usr/bin/python
import xml.sax
class MovieHandler(xml.sax.ContentHandler):
 def __init__(self):
   self.CurrentData = ""
   self.title = ""
   self.year = ""
   self.country = ""
   self.genre = ""
   self.summary = ""
   self.director = ""
   self.last name = ""
   self.first name = ""
   self.birth_date = ""
   self.role = ""
 # Call when an element starts
 def startElement(self, tag, attributes):
   self.CurrentData = tag
   if tag == "movie":
    print ("\n*****Movie*****")
   elif tag == "director":
     print ("\n*****Directors*****")
   elif tag == "actor":
    print ("\n*****Actor*****")
 # Call when an elements ends
 def endElement(self, tag):
   if self.CurrentData == "title":
     print ("Title:", self.title)
   elif self.CurrentData == "year":
     print ("Year:", self.year)
   elif self.CurrentData == "country":
     print ("Country:", self.country)
```

```
elif self.CurrentData == "genre":
     print ("Genre:", self.genre)
   elif self.CurrentData == "summary":
     print ("Summary:", self.summary)
   elif self.CurrentData == "director":
     print ("Director:", self.director)
   elif self.CurrentData == "last name":
     print ("Last Name:", self.last name)
   elif self.CurrentData == "first name":
     print ("First Name:", self.first name)
   elif self.CurrentData == "birth date":
     print ("Birth Date:", self.birth date)
   elif self.CurrentData == "role":
     print ("Role:", self.role)
   self.CurrentData = ""
 # Call when a character is read
 def characters(self, content):
   if self.CurrentData == "title":
     self.title = content
   elif self.CurrentData == "year":
     self.year = content
   elif self.CurrentData == "country":
     self.country = content
   elif self.CurrentData == "genre":
     self.genre = content
   elif self.CurrentData == "summary":
     self.summary = content
   elif self.CurrentData == "director":
     self.director = content
   elif self.CurrentData == "last_name":
     self.last name = content
   elif self.CurrentData == "first name":
     self.first name = content
   elif self.CurrentData == "birth date":
     self.birth date = content
   elif self.CurrentData == "role":
     self.role = content
if ( ___name__ == "__main__"):
```

```
# create an XMLReader
parser = xml.sax.make_parser()
# turn off namepsaces
parser.setFeature(xml.sax.handler.feature_namespaces, 0)
# override the default ContextHandler
Handler = MovieHandler()
parser.setContentHandler( Handler )

parser.parse("movies_long.xml")
```

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## -/Week6/SAX

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$ VI MovieHandler.py

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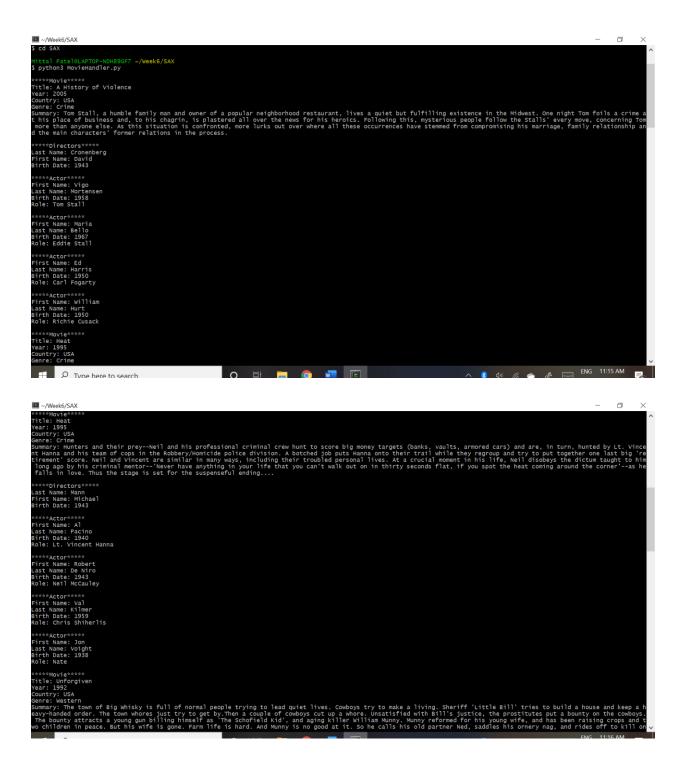
$ cd Week6

Mittal Pate18LAPTOP-NDH89GF7 ~/Week6

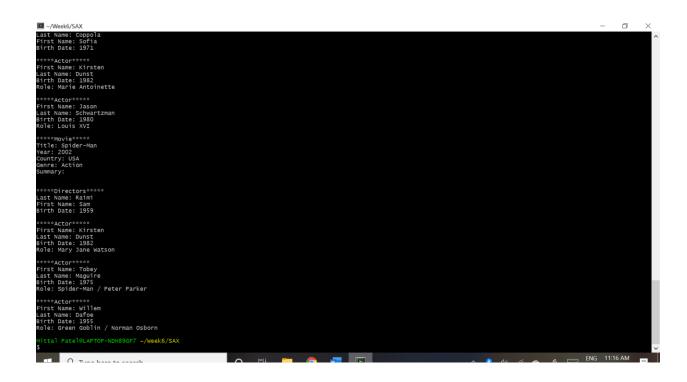
$ cd SAX

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$ |
```



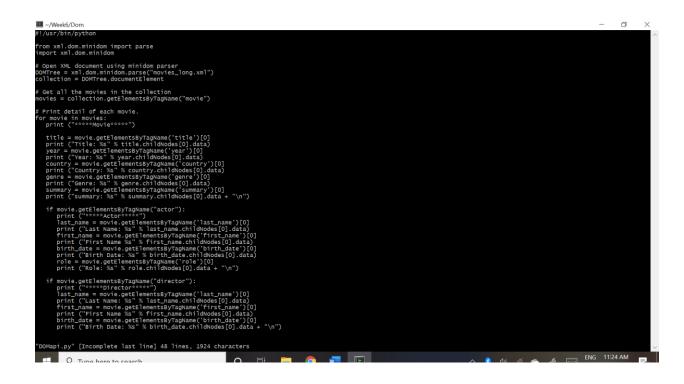


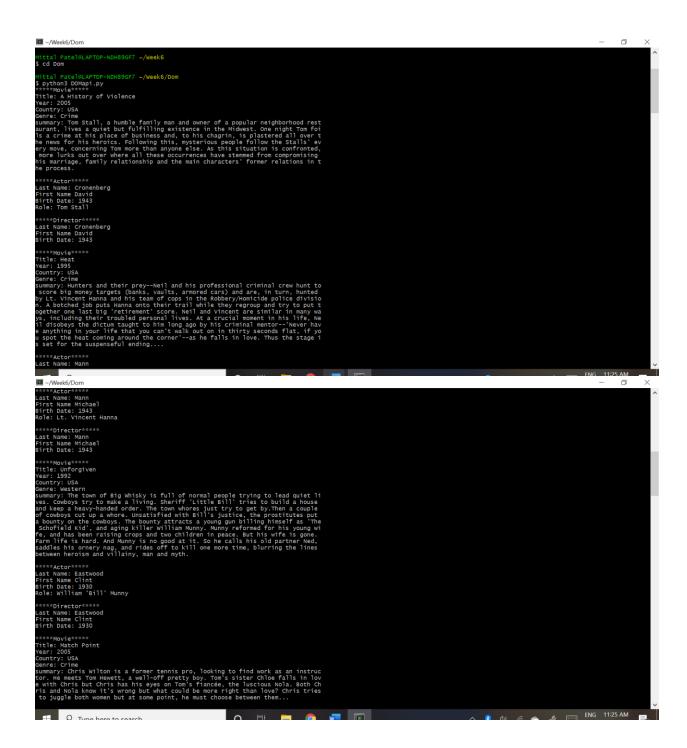


Q3 ==> Parsing XML with DOM APIs DOMapi.py

```
#!/usr/bin/python
from xml.dom.minidom import parse
import xml.dom.minidom
# Open XML document using minidom parser
DOMTree = xml.dom.minidom.parse("movies long.xml")
collection = DOMTree.documentElement
# Get all the movies in the collection
movies = collection.getElementsByTagName("movie")
# Print detail of each movie.
for movie in movies:
 print ("*****Movie*****")
 title = movie.getElementsByTagName('title')[0]
 print ("Title: %s" % title.childNodes[0].data)
 year = movie.getElementsByTagName('year')[0]
 print ("Year: %s" % year.childNodes[0].data)
 country = movie.getElementsByTagName('country')[0]
 print ("Country: %s" % country.childNodes[0].data)
 genre = movie.getElementsByTagName('genre')[0]
 print ("Genre: %s" % genre.childNodes[0].data)
 summary = movie.getElementsByTagName('summary')[0]
 print ("summary: %s" % summary.childNodes[0].data + "\n")
 if movie.getElementsByTagName("actor"):
   print ("*****Actor*****")
   last name = movie.getElementsByTagName('last name')[0]
   print ("Last Name: %s" % last name.childNodes[0].data)
   first name = movie.getElementsByTagName('first name')[0]
   print ("First Name %s" % first name.childNodes[0].data)
   birth date = movie.getElementsByTagName('birth date')[0]
   print ("Birth Date: %s" % birth date.childNodes[0].data)
   role = movie.getElementsByTagName('role')[0]
   print ("Role: %s" % role.childNodes[0].data + "\n")
 if movie.getElementsByTagName("director"):
```

```
print ("*****Director*****")
last_name = movie.getElementsByTagName('last_name')[0]
print ("Last Name: %s" % last_name.childNodes[0].data)
first_name = movie.getElementsByTagName('first_name')[0]
print ("First Name %s" % first_name.childNodes[0].data)
birth_date = movie.getElementsByTagName('birth_date')[0]
print ("Birth Date: %s" % birth_date.childNodes[0].data + "\n")
```







Q4 ==> Json + pychat

Pychat_client.py

```
import select, socket, sys
from pychat_util import Room, Hall, Player
import pychat util
READ_BUFFER = 4096
if len(sys.argv) < 2:
  print("Usage: Python3 client.py [hostname]", file = sys.stderr)
  sys.exit(1)
else:
  server connection = socket.socket(socket.AF INET, socket.SOCK STREAM)
  server connection.setsockopt(socket.SOL SOCKET, socket.SO REUSEADDR, 1)
  server_connection.connect((sys.argv[1], pychat_util.PORT))
def prompt():
  print('>', end=' ', flush = True)
print("Connected to server\n")
msg prefix = "
socket_list = [sys.stdin, server_connection]
while True:
  read sockets, write sockets, error sockets = select.select(socket list, [], [])
```

```
for s in read_sockets:
  if s is server_connection: # incoming message
    msg = s.recv(READ_BUFFER)
    if not msg:
      print("Server down!")
      sys.exit(2)
    else:
      if msg == pychat_util.QUIT_STRING.encode():
         sys.stdout.write('Bye\n')
         sys.exit(2)
      else:
         sys.stdout.write(msg.decode())
         if 'Please tell us your name' in msg.decode():
           msg_prefix = 'name: ' # identifier for name
         else:
           msg_prefix = "
         prompt()
 else:
    msg = msg_prefix + sys.stdin.readline()
    server_connection.sendall(msg.encode())
```

Pychat_server.py

```
# implementing 3-tier structure: Hall --> Room --> Clients;
import select, socket, sys, pdb
from pychat_util import Hall, Room, Player
import pychat_util
READ BUFFER = 4096
host = sys.argv[1] if len(sys.argv) >= 2 else "
listen_sock = pychat_util.create_socket((host, pychat_util.PORT))
hall = Hall()
connection list = []
connection_list.append(listen_sock)
while True:
  # Player.fileno()
  read_players, write_players, error_sockets = select.select(connection_list, [], [])
  for player in read_players:
    if player is listen sock: # new connection, player is a socket
      new_socket, add = player.accept()
      new_player = Player(new_socket)
      connection list.append(new player)
      hall.welcome new(new player)
    else: # new message
```

```
msg = player.socket.recv(READ_BUFFER)

if msg:

    msg = msg.decode().lower()

    hall.handle_msg(player, msg)

else:

    player.socket.close()

    connection_list.remove(player)

for sock in error_sockets: # close error sockets

    sock.close()

    connection_list.remove(sock)
```

Pychat_util.py

```
# implementing 3-tier structure:
    Hall --> Room --> Clients;
import socket, pdb, json
MAX CLIENTS = 30
PORT = 22222
QUIT STRING = '<$quit$>'
def create_socket(address):
 s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
 s.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, 1)
 s.setblocking(0)
 s.bind(address)
 s.listen(MAX CLIENTS)
 print("Now listening at ", address)
 return s
class Hall:
 def init (self):
   self.rooms = {} # {room name: Room}
   self.room player map = {} # {playerName: roomName}
 def welcome_new(self, new_player):
   new player.socket.sendall(b'Welcome to pychat.\nPlease tell us your name:\n')
 def list rooms(self, player):
   if len(self.rooms) == 0:
     msg = 'Oops, no active rooms currently. Create your own!\n' \
       + 'Use [<join> room name] to create a room.\n'
     player.socket.sendall(msg.encode())
   else:
     msg = 'Listing current rooms...\n'
     for room in self.rooms:
       msg += room + ": " + str(len(self.rooms[room].players)) + " player(s)\n"
     player.socket.sendall(msg.encode())
```

```
def handle msg(self, player, msg):
  instructions = b'Instructions:\n'\
    + b'[<list>] to list all rooms\n'\
    + b'[<join> room_name] to join/create/switch to a room\n' \
    + b'[<manual>] to show instructions\n' \
    + b'[<json>] to send JSON\n' \
    + b'[<quit>] to quit\n' \
    + b'Otherwise start typing and enjoy!' \
    + b'\n'
  print(player.name + " says: " + msg)
  if "name:" in msg:
    name = msg.split()[1]
    player.name = name
    print("New connection from:", player.name)
    player.socket.sendall(instructions)
  elif "<join>" in msg:
    same room = False
    if len(msg.split()) >= 2: # error check
      room name = msg.split()[1]
      if player.name in self.room player map: # switching?
        if self.room_player_map[player.name] == room_name:
           player.socket.sendall(b'You are already in room: ' + room_name.encode())
          same room = True
        else: # switch
           old room = self.room player map[player.name]
          self.rooms[old room].remove player(player)
      if not same_room:
        if not room_name in self.rooms: # new room:
           new room = Room(room name)
          self.rooms[room name] = new room
        self.rooms[room name].players.append(player)
        self.rooms[room name].welcome new(player)
        self.room player map[player.name] = room name
    else:
      player.socket.sendall(instructions)
  elif "<list>" in msg:
    self.list rooms(player)
```

```
elif "<manual>" in msg:
      player.socket.sendall(instructions)
    elif "<json>" in msg:
      if len(msg.split()) >= 2: # error check
        json_string = msg.split()[1]
        print(json.dumps(json_string))
      else:
        player.socket.sendall(instructions)
    elif "<quit>" in msg:
      player.socket.sendall(QUIT_STRING.encode())
      self.remove player(player)
    else:
      # check if in a room or not first
      if player.name in self.room player map:
        self.rooms[self.room_player_map[player.name]].broadcast(player, msg.encode())
      else:
        msg = 'You are currently not in any room! \n' \
          + 'Use [<list>] to see available rooms! \n' \
          + 'Use [<join> room name] to join a room! \n'
        player.socket.sendall(msg.encode())
  def remove player(self, player):
    if player.name in self.room player map:
      self.rooms[self.room_player_map[player.name]].remove_player(player)
      del self.room_player_map[player.name]
    print("Player: " + player.name + " has left\n")
class Room:
  def init (self, name):
    self.players = [] # a list of sockets
    self.name = name
  def welcome new(self, from player):
    msg = self.name + " welcomes: " + from_player.name + '\n'
    for player in self.players:
      player.socket.sendall(msg.encode())
```

```
def broadcast(self, from_player, msg):
    msg = from_player.name.encode() + b":" + msg
    for player in self.players:
        player.socket.sendall(msg)

def remove_player(self, player):
    self.players.remove(player)
    leave_msg = player.name.encode() + b"has left the room\n"
    self.broadcast(player, leave_msg)

class Player:
    def __init__(self, socket, name = "new"):
        socket.setblocking(0)
        self.socket = socket
        self.name = name

def fileno(self):
    return self.socket.fileno()
```

