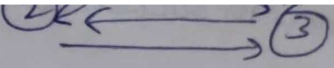

Path = 2 ← 1

Distance of 3 = 2

Path = 3 ← 0 ← 1

11) Using TCP/IP sockets, write client server prgm to make client sending filename and server to send back contents of requested file if present

Sol ÷ client.py

```
from socket import *
servername = '127.0.0.1'
serverport  = 12000

client socket = socket (AF_INET, SOCK-STREAM)
client Socket . connect ((serverName, serverport))
Sentence = input ("\n Enter filename: ")
client Socket . send ( sentence . encode ())
filecontents = client Socket . recv(1024). decode()
print ('\n From server:\n')
Print (fileContents)
Client Socket.close( )
```

server.py

```
from Socket import *
servername = "127.0.0.1"
serverport = 12000
Server Socket = Socket(AF_INET, SOCK-STREAM)
server Socket.bind ((servername, serverport))
```

```
serverSocket.listen(1)
while 1:
    Print ("server is ready to receive")
    ConnectionSocket, addr = serverSocket.accept()
    sentence = connectionSocket.recv(1024).decode()
    file=open(sentence, "r")
    l= file.read(1024)
    ConnectionSocket.send(l.encode())
    print('\n Sent contents of '+ sentence)
    file.close()
    ConnectionSocket.close()
```

O/P ÷

```
Enter filename: serverTCP.py
From Server:
  ConnectionSocket, addr = serversocket.accept()
  Sentence = connectionSocket.recv(1024).decode()
  file = open(sentence, "r")
  l= file.read(1024)
  ConnectionSocket.send (l.encode())
  print('\n Sent contents of ' + sentence)
  file.close()
  ConnectionSocket.close()

server is ready to receive
Sent contents of serverTCP.py
```