Assignment No:- 08

Client side

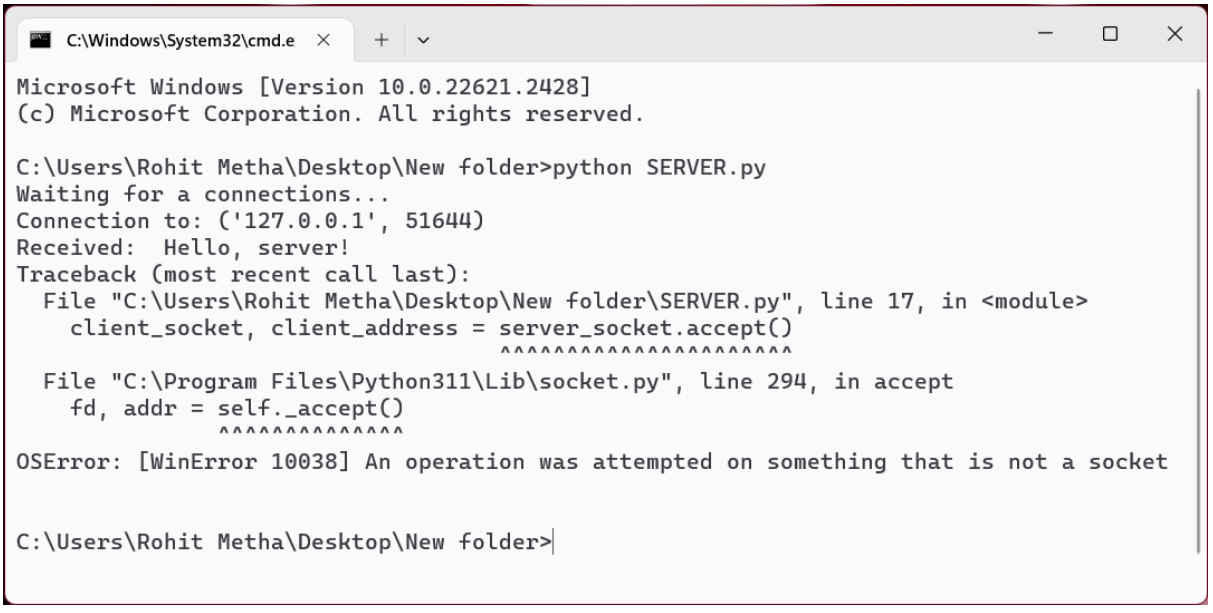
```
import socket
#Create a socket object
client_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)

#Define the server address and port
server_address = ('localhost', 12345)

#Connect to the server
client_socket.connect(server_address)
try:
        #Send data to the server
        message= "Hello, server!"
        client_socket.sendall (message.encode())

        #Receive data from the server data
        #client_socket.recv(1024)
        data = client_socket.recv(1024)
        print("Received: ", data.decode())
finally:
        #Clean up the connection
        client_socket.close()
```

Output:-



Server side-

```
import socket
#Create a socket object
server_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)

#Define the server address and port
server_address = ('localhost', 12345)

#Blind the socket to the server address
server_socket.bind (server_address)

#Listen for incoming connetions (maximum 5 connections in the queue)
server_socket.listen(5)
print("Waiting for a connections...")

while True:
        #Accept a client connetion
        client_socket, client_address = server_socket.accept()
        print("Connection to:", client_address)
        try:
                #Receive data from the client
                data = client_socket.recv(1024)
                print("Received: ", data.decode())
                #Send a response back to the client
                response = "Hello, client!"
                client_socket.sendall (response.encode())
        finally:
                server_socket.close()
```

Output:-