

Server Code

```
import socket, threading

class ClientThread(threading.Thread):

    def _init_(self,clientAddress,clientsocket):

        threading.Thread._init_(self)

        self.csocket = clientsocket

        print ("New connection added: ", clientAddress)

    def run(self):

        print ("Connection from : ", clientAddress)

        #self.csocket.send(bytes("Hi, This is from Server..",'utf-8'))

        msg = ""

        while True:

            data = self.csocket.recv(2048)

            msg = data.decode()

            if msg=='bye from clientA':

                break

            print (msg)

            self.csocket.send(bytes(msg,'UTF-8'))

            print ("Client at ", clientAddress , " disconnected...")

LOCALHOST = "127.0.0.1"

PORT = 8080

server = socket.socket(socket.AF_INET, socket.SOCK_STREAM)

server.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, 1)

server.bind((LOCALHOST, PORT))

print("Server started")

print("Waiting for client request..")

while True:

    server.listen(1)

    clientsock, clientAddress = server.accept()

    newthread = ClientThread(clientAddress, clientsock)
```

```
newthread.start()
```

Client A

```
import socket

SERVER = "127.0.0.1"

PORT = 8080

client = socket.socket(socket.AF_INET, socket.SOCK_STREAM)

client.connect((SERVER, PORT))

client.sendall(bytes("This is from Client",'UTF-8'))

while True:

    in_data = client.recv(1024)

    print("From Server :",in_data.decode())

    out_data = input()

    out_data += " from clientA"

    client.sendall(bytes(out_data,'UTF-8'))

    if out_data=='bye':

        break

client.close()
```

Client B

```
import socket

SERVER = "127.0.0.1"

PORT = 8080

client = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
```

```
client.connect((SERVER, PORT))

client.sendall(bytes("This is from Client",'UTF-8'))

while True:

    in_data = client.recv(1024)
    print("From Server :",in_data.decode())
    out_data = input()
    out_data += " from clientB"
    client.sendall(bytes(out_data,'UTF-8'))
    if out_data=='bye':
        break
client.close()
```

Output:

```
cnlab@cnlab-Precision-Tower-3420:~/DC/prac3$ python3 server.py
Server started
Waiting for client request..
New connection added: ('127.0.0.1', 41954)
Connection from : ('127.0.0.1', 41954)
This is from Client
New connection added: ('127.0.0.1', 51368)
Connection from : ('127.0.0.1', 51368)
This is from Client
New connection added: ('127.0.0.1', 60472)
Connection from : ('127.0.0.1', 60472)
This is from Client
Hiii from clientA
Hello from clientB
How are you? from client
```

Client A:

```
cnlab@cnlab-Precision-Tower-3420:~/DC/prac3$ python3 clientA.py
```

From Server : This is from Client

Hiii

From Server : Hiii from clientA

Client B:

```
cnlab@cnlab-Precision-Tower-3420:~/DC/prac3$ python3 clientB.py
```

From Server : This is from Client

Hello

From Server : Hello from clientB