# LAB - 12

TCP / IP

AIM: Using TCP/IP sockets, write client server program to make client sending the filename & server to send back contents of requested file if present.

Client.py :-

```
from socket import *
serverName = '127.0.0.1'
serverPort = 12000
clientsock = socket (AF_INET, SOCK_STREAM)
clientsock.connect ((serverName, serverPort))
msg = input ("\n Enter filename:")
clientsock.send (msg.encode ())
filecont = clientsock.recv(1024).decode();
print (filecont)
clientsock.close ()
```

Server.py :-

```
from socket import *
sname = '127.0.0.1'
sport = 12000
sock = socket (AF_INET, SOCK_STREAM)
sock.bind ((sname, sport))
sock.listen (1)
while 1 :
    print (" Ready to receive")
    csock, addr = sock.accept().
    msg = csock.recv (1024).decode ()
    file = open (msg, "r")   l = file.read (1024)
    csock.send (l.encode ())
    print ('\n Sent content of ' + msg)
file.close()
csock.close()
```

O/P for TCP/IP:

Server_TCP

The server is ready to recieve

Sent contents of ServerTCP.py

Ready to recieve

ClientTCP

Enter file name: ServerTCP.py

From Server:

```
from socket import *
serverName = "127.0.0.1"
sport = 12000

ssocket = socket (AF_INET, SOCK_STREAM)
ssocket.bind ((serverName, sport))
ssocket.listen(1) ...
>>>
```