**Client**

import socketimport threadingdef receive\_messages(client\_socket): while True: try: message = client\_socket.recv(1024).decode() if message: print(f"Server: {message}") except Exception as e: print("Connection closed.") breakdef start\_client(server\_ip, server\_port=12345): client\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM) client\_socket.connect((server\_ip, server\_port)) threading.Thread(target=receive\_messages, args=(client\_socket,)).start() while True: message = input("You: ") if message == 'exit': client\_socket.sendall(b'exit') break elif message.startswith('sendfile:'): filename = message.split(':')[1] client\_socket.sendall(f'FILE:{filename}'.encode()) else: client\_socket.sendall(message.encode()) client\_socket.close()if \_\_name\_\_ == "\_\_main\_\_": # Replace 'localhost' with the server's IP address if not running locally start\_client('localhost')