**Server**

import socketimport threadingimport osdef handle\_client(client\_socket): while True: # Receive a message from the client message = client\_socket.recv(1024).decode() if message == 'exit': print("Client disconnected.") break elif message.startswith('FILE:'): filename = message.split(':')[1] if os.path.exists(filename): with open(filename, 'rb') as f: client\_socket.sendall(f.read()) print(f'Sent file: {filename}') else: client\_socket.sendall(b'File not found.') else: print(f"Client: {message}") response = input("You: ") # Server can send a response client\_socket.sendall(response.encode()) client\_socket.close()def start\_server(host='0.0.0.0', port=12345): server\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM) server\_socket.bind((host, port)) server\_socket.listen(1) print(f"Server listening on {host}:{port}") while True: client\_socket, addr = server\_socket.accept() print(f"Connection from {addr}") threading.Thread(target=handle\_client, args=(client\_socket,)).start()if \_\_name\_\_ == "\_\_main\_\_": start\_server()