

Aim:-

Implement chat client & server using TCP / UDP sockets.

Program:-

```
import socket

sock = socket.socket(socket.AF_INET,
                      socket.SOCK_STREAM)
print("Socket created")
sock.bind(("localhost", 5555))
sock.listen(3)

while True:
    clientfd, addr = sock.accept()
    received_msg = clientfd.recv(1024)
    decode()
    print("message Received from client")
    if choice == 'n':
        break
import socket

clientfd = socket.socket(socket.AF_INET,
                          socket.SOCK_STREAM)
clientfd.connect(("localhost", 5555))
name = input("Enter your message")
clientfd.send(bytes(name, 'utf-8'))
print("message Received from server")
```

UDP Program:

```
import sys
from socket import *
server_port = 5555
BUFSIZE = 1024
host = "127.0.0.1"
s = bind("", ECHO_PORT)
while 1:
    data, addr = s.recvfrom(BUFSIZE)
    print('Server received %s from %s' %
          data, addr)
    s.sendto(data, addr)
```

Output:-

message send to client  
udp client is ready.  
message received from client  
ca-server  
connected with "127.0.0.1"  
Do you want to get continuous?  
break.

Thus the connection got terminated.

Result:-

Thus the chat client using the  
TCP/UDP server has been done  
successfully.