

Cycle - 2 (Experiment - 3)

Question:

Using TCP/IP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.

Program:

ClientTCP.py

```
from socket import *
serverName = '127.0.0.1'
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_STREAM)
clientSocket.connect((serverName, serverPort))
sentence = input("\nEnter file name: ")

clientSocket.send(sentence.encode())
filecontents = clientSocket.recv(1024).decode()
print ("\nFrom Server:\n")
print(filecontents)
clientSocket.close()
```

ServerTCP.py

```
from socket import *
serverName="127.0.0.1"
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_STREAM)
serverSocket.bind((serverName, serverPort))
serverSocket.listen(1)
while 1:
    print ("The server is ready to receive")
    connectionSocket, addr = serverSocket.accept()
    sentence = connectionSocket.recv(1024).decode()

    file=open(sentence,"r")
    l=file.read(1024)

    connectionSocket.send(l.encode())
    print ("\nSent contents of " + sentence)
    file.close()
    connectionSocket.close()
```

Output:

```
C:\Users\Acer\Desktop\Notes (4th Semester)\Labs\Computer Networks (CN)\Cycle 2\Experiment - 3>python ServerTCP.py
The server is ready to receive
```

```
Sent contents of ServerTCP.py
The server is ready to receive
```

```
C:\Users\Acer\Desktop\Notes (4th Semester)\Labs\Computer Networks (CN)\Cycle 2\Experiment - 3>python ClientTCP.py
```

```
Enter file name: ServerTCP.py
```

```
From Server:
```

```
from socket import *
serverName="127.0.0.1"
serverPort = 12000
serverSocket = socket(AF_INET,SOCK_STREAM)
serverSocket.bind((serverName,serverPort))
serverSocket.listen(1)
while 1:
    print ("The server is ready to receive")
    connectionSocket, addr = serverSocket.accept()
    sentence = connectionSocket.recv(1024).decode()

    file=open(sentence,"r")
    l=file.read(1024)

    connectionSocket.send(l.encode())
    print ('\nSent contents of ' + sentence)
    file.close()
    connectionSocket.close()
```