

NETWORK ARCHITECTURE-1

Socket programming

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1. Client Code Snippet:

```
1 import socket
2
3 s = socket.socket()
4 s.connect(('localhost', 16754))
5
6 while True:
7     input_file = input("Enter the file to be transferred ==> ")
8     f = open(input_file, "r")
9     read_string = f.read(1024)
10    while read_string:
11        s.send(read_string.encode('UTF-8'))
12        read_string = f.read(1024)
13    print("file transfer complete")
14    s.send("END".encode('UTF-8'))
15    server_data = s.recv(1024)
16    server_data_string = server_data.decode('UTF-8', 'strict')
17    while server_data_string:
18        f = open("server_response.txt", "a+")
19        print(server_data_string)
20        f.write(server_data_string)
21        f.close()
22        server_data = s.recv(1024)
23        server_data_string = server_data.decode('UTF-8', 'strict')
24    s.close()
25
```

while True

Run: SM79Qsocketsserver x SM79QSocketclient x

Received
\$\$\$ bye from server \$\$\$

Terminal Python Console 4: Run 6: TODO Event Log

1.Server Code Snippet:

```
print(address)

while True:
    # open in binary
    while True:
        # receive data and write it to file
        server_input = sc.recv(1024)
        string_data = server_input.decode('UTF-8', 'strict')
        break_value = False
        while string_data:
            print(string_data)
            f = open('server.txt', 'a+')
            f.write(string_data)
            f.close()
            if break_value:
                break
            server_input = sc.recv(1024)
            string_data = server_input.decode('UTF-8', 'strict')
            if "END" in string_data:
                break_value = True
        print("Command END received")
        server_file = open('server.txt', 'r')
        server_data = server_file.read(1024)
        while server_data:
            sc.send(str.encode(server_data, 'UTF-8'))
            server_data = server_file.read(1024)
            sc.send(b"====> sent by server")
            server_file.close()
        sc.close()
    s.close()
```

while True · while True · while string_data

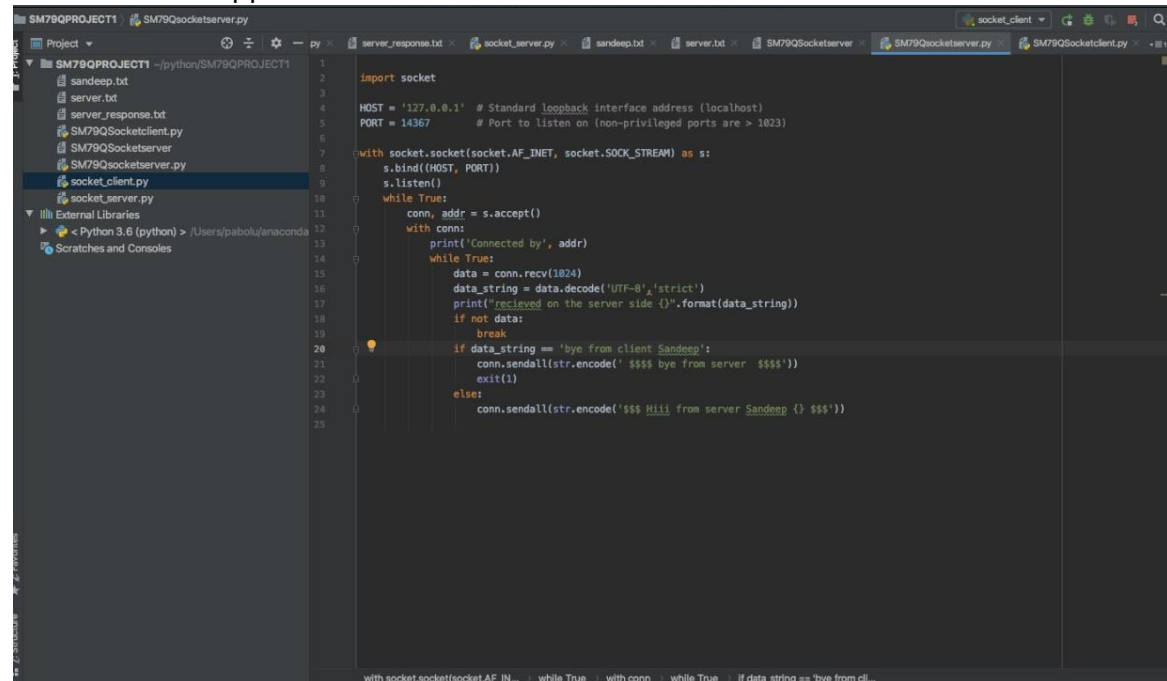
SM79QSocketserver · SM79QSocketclient

Received
\$\$\$\$ bye from server \$\$\$\$

Results:

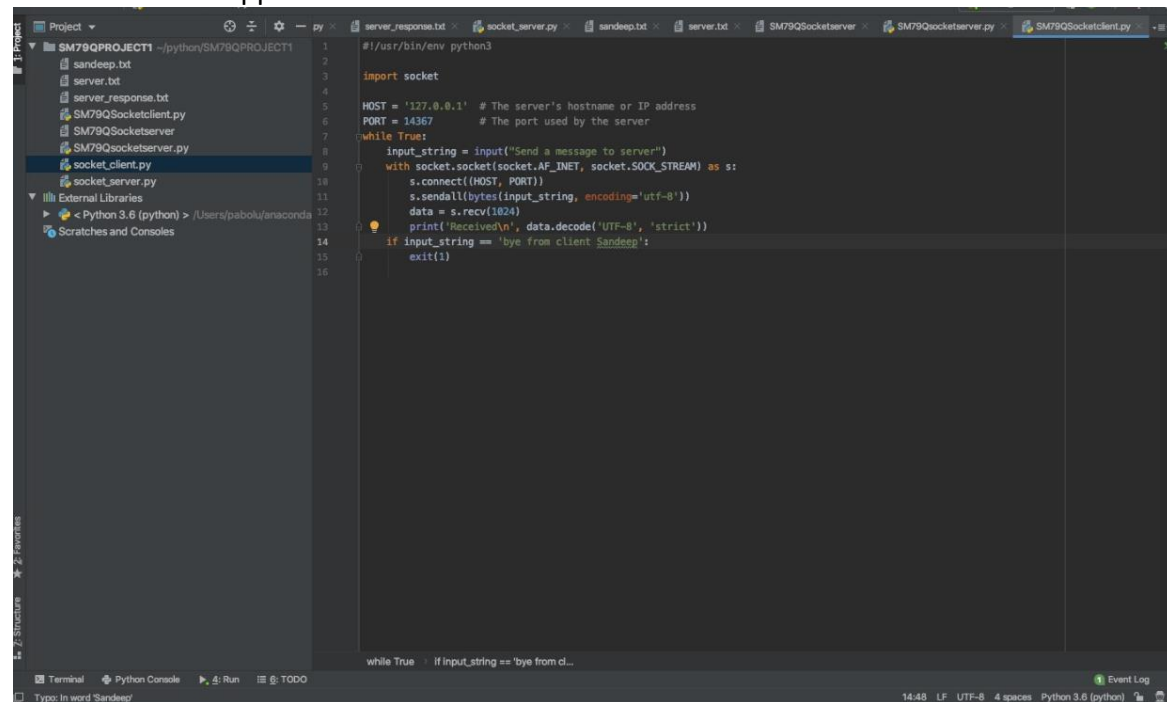
[illegible]

2.Client Code Snippet:



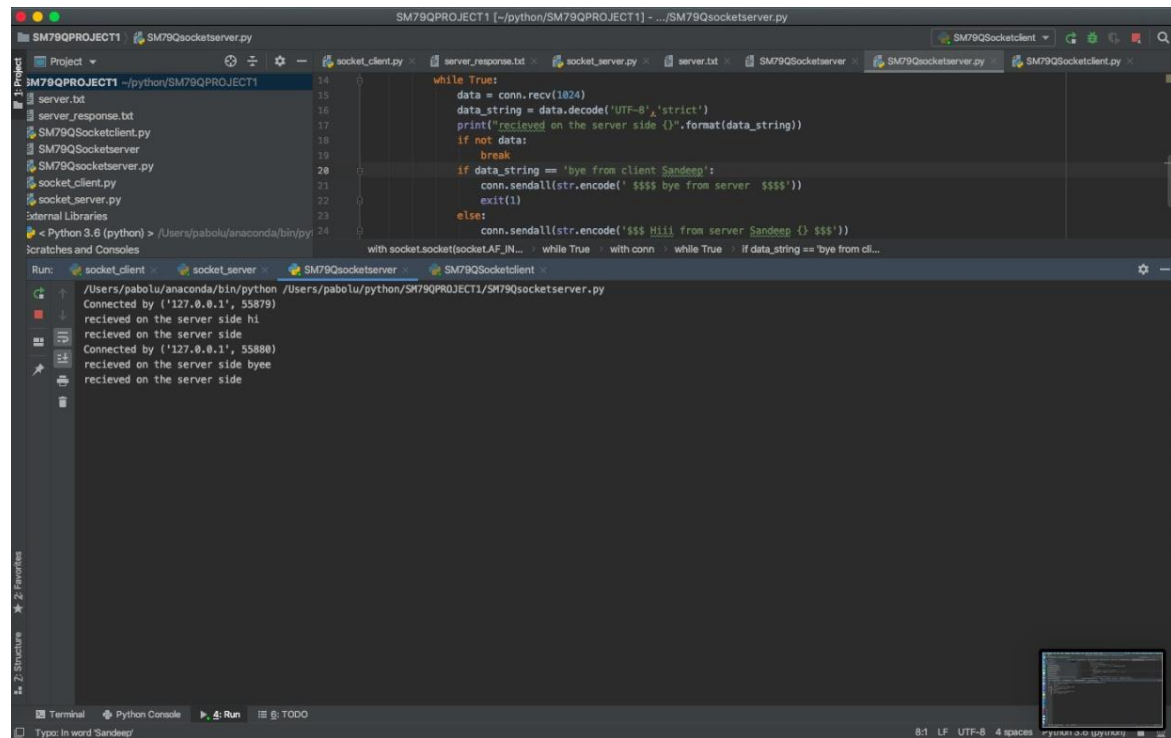
```
1 import socket
2
3 HOST = '127.0.0.1' # Standard loopback interface address (localhost)
4 PORT = 14367      # Port to listen on (non-privileged ports are > 1023)
5
6
7 with socket.socket(socket.AF_INET, socket.SOCK_STREAM) as s:
8     s.bind((HOST, PORT))
9     s.listen()
10    while True:
11        conn, addr = s.accept()
12        with conn:
13            print('Connected by', addr)
14            while True:
15                data = conn.recv(1024)
16                data_string = data.decode('UTF-8', 'strict')
17                print("Received on the server side {}".format(data_string))
18                if not data:
19                    break
20                if data_string == 'bye from client Sandeep':
21                    conn.sendall(str.encode('$$$ bye from server $$$'))
22                    exit(1)
23                else:
24                    conn.sendall(str.encode('$$$ Hi!! from server Sandeep {} $$$'))
```

2.Server Code Snippet:



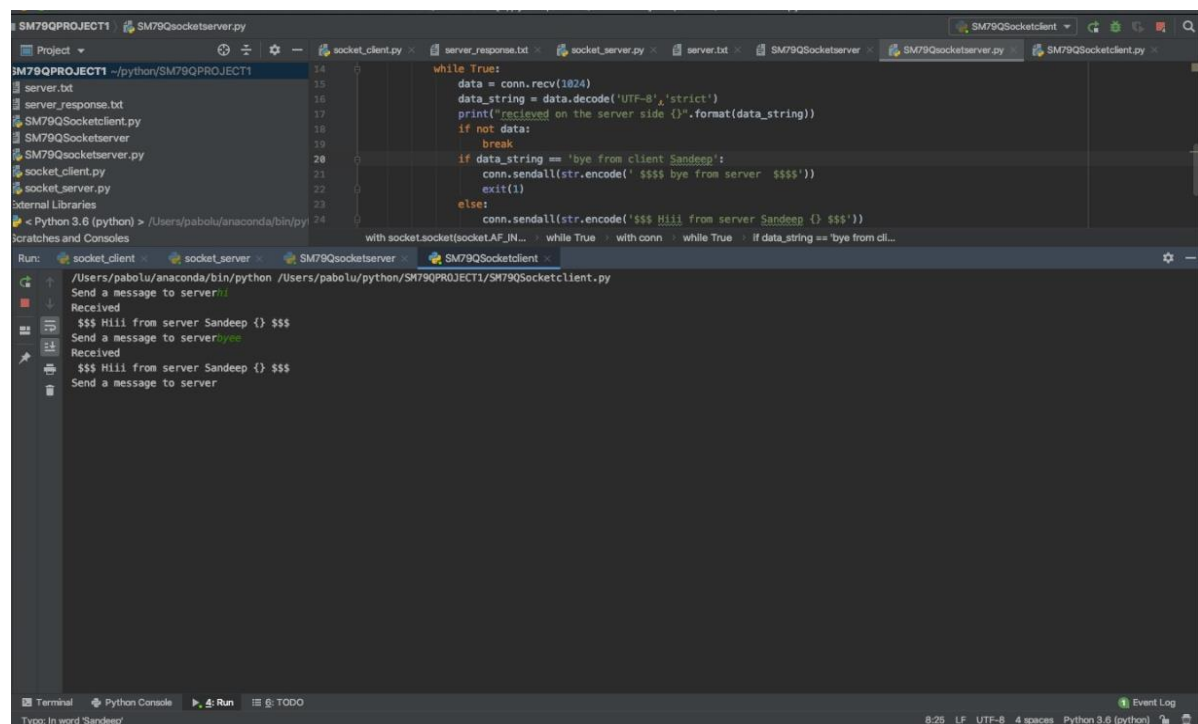
```
1 #!/usr/bin/env python3
2
3 import socket
4
5 HOST = '127.0.0.1' # The server's hostname or IP address
6 PORT = 14367      # The port used by the server
7
8 while True:
9     input_string = input("Send a message to server")
10    with socket.socket(socket.AF_INET, socket.SOCK_STREAM) as s:
11        s.connect((HOST, PORT))
12        s.sendall(bytes(input_string, encoding='utf-8'))
13        data = s.recv(1024)
14        print('Received\n', data.decode('UTF-8', 'strict'))
15        if input_string == 'bye from client Sandeep':
16            exit(1)
```

Results:



The screenshot shows an IDE with a project named 'SM79QPROJECT1'. The file explorer on the left lists files: 'server.bt', 'server_response.txt', 'SM79QSocketclient.py', 'SM79QSocketserver.py', 'socket_client.py', and 'socket_server.py'. The main editor displays the code for 'SM79QSocketserver.py'. The code is a Python script that listens for incoming connections and processes data. The console output shows the following sequence of events:

```
Connected by ('127.0.0.1', 55879)
received on the server side hi
received on the server side
Connected by ('127.0.0.1', 55880)
received on the server side bye
received on the server side
```



The screenshot shows the same IDE with the project 'SM79QPROJECT1'. The file explorer on the left lists files: 'server.bt', 'server_response.txt', 'SM79QSocketclient.py', 'SM79QSocketserver.py', 'socket_client.py', and 'socket_server.py'. The main editor displays the code for 'SM79QSocketclient.py'. The code is a Python script that connects to a server and sends/receives data. The console output shows the following sequence of events:

```
Send a message to server: hi
Received
$$$ Hi!! from server Sandeep {} $$$
Send a message to server: bye
Received
$$$ Hi!! from server Sandeep {} $$$
Send a message to server
```

THANK YOU