client.py

```python
import socket
SN = '127.0.0.1'
SP = 12345
c_s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
c_s.connect(SN, SP)
Payload = 'Hey server'

try:
    while True:
        c_s.send(payload.encode('utf-8'))
        data = c_s.recv(1024)
        print(str(data))
        more = input('Want to send more data to the server\n');
        if more.lower() == 'y':
            payload = input('Enter payload\n')
        else:
            break

except KeyboardInterrupt:
    print("Exited by user")
c_s.close()
```

```
server.py

import socket

SN = '127.0.0.1'
SP = 12345
S_s = socket.socket(socket. Af_INET, socket.SOCK_STREAM)


S_s.bind (SN,SP)
S_s.listen (5)
while True:
    print ("Server waiting for connection")
    c_s, addr = s_s.accept()
    print ("Client connected from", addr)
    while True:
        data = c_s.recv(1024)
        if not data or data.decode('utf-8') == 'END'
            break
        print (" Received from client : %.s" data.decode ("utf-8
        try:
            c_s.send (bytes ('Hey client', 'utf-8'))
        except:
            print ("Exited by the user")
    c_s.close ()
```