Server code

*""" this code is to implement TCP server using socket module,  
 first, we will import the socket module to be able  
 to use the functions provided by the BSD interface """*import socket  
  
''' Then we create a new socket object 'server\_socket'   
and to use IPv4 address we use AF\_INET family '''  
server\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)  
''' then we used the function 'gethostname' to retrieve the   
host name of the machine and assign to a variable called   
 'host' '''  
  
host = socket.gethostname()  
''' Set the port number that the server  
will listen to'''  
port = 2453  
'''then we will bind the server\_socket to the host and port '''  
server\_socket.bind((host, port))  
''' after that start listening to the incoming connection  
with a maximum 4 connections that the server can handle   
At the same time '''  
server\_socket.listen(4)  
''' starting continuous loop to accept   
the connections '''  
while True:  
 ''' the line below to accept the connection from the   
 client,'''  
 client\_socket, addr = server\_socket.accept()  
 ''' to indicate the establishment of a new client   
 connection'''  
 print('receive connection from', addr)  
 ''' using recv function to receive data from   
 client\_socket(2048) bytes at atime '''  
 data = client\_socket.recv(2048)  
 ''' finally printing data after   
 converting it from bytes to strings,  
 then close the connection to enable the server to receive  
 new connection '''  
 print('received:', data.decode())  
 client\_socket.close()