Computer Network Lab CSE-325

Assignment - 3

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To Write a Socket Program to implement ECHO

An echo server is a program that listens for a message from a client and then sends the same message back to the client.

I've implemented the server in python. The server listens on port 12345 for any message and returns the message with current timestamp prepended.

Server

```
from datetime import datetime
    import socket
 3
 4
    class Server:
 5
       def __init__(self, port) -> None:
            self.port = port
 7
            self.sock = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
            self.sock.bind(('', port))
 8
 9
            self.sock.listen()
10
            print('Server started on port {}'.format(port))
11
        def run(self) -> None:
12
13
            while True:
                conn, addr = self.sock.accept()
14
15
                print('Got connection from', addr)
16
                with conn:
17
                     while True:
18
                         data = conn.recv(1024)
                         if not data:
19
20
                             break
21
                         else:
22
                             print(f'Got: {data.decode()}')
23
                         cur_time = datetime.now()
                         x = f'{cur_time} : {data.decode()}'
24
25
                         conn.sendall(x.encode())
26
27
28
        def __del__(self) -> None:
29
            self.sock.close()
30
            print('Server closed')
31
```

```
32
33  if __name__ == '__main__':
34    server = Server(12345)
35    server.run()
```

Client

```
import socket
 1
 2
 3
    class Client:
        def __init__(self, host, port) -> None:
 4
 5
            self.host = host
            self.port = port
 6
 7
            self.sock = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
 8
            self.sock.connect((host, port))
9
            print('Connected to {}:{}'.format(host, port))
10
        def run(self) -> None:
11
12
           while True:
                data = input('> ')
13
                if not data:
14
15
                    break
16
                self.sock.sendall(data.encode())
17
                data = self.sock.recv(1024)
18
                print(data.decode())
19
20
        def __del__(self) -> None:
21
            self.sock.close()
22
            print('Connection closed')
23
24
25 if __name__ == '__main__':
26
        client = Client('127.0.0.1', 12345)
27
        client.run()
```

Output

```
Server started on port 12345
Got connection from ('127.0.0.1', 30369)
Got: Hello, server
Got: I'm sending a message!
Got: My name is Gyanendra!!!!!!!!!!!!!!!
Got: 191112040
Got connection from ('127.0.0.1', 30385)
Got: m
Got: e
Got: s
Got: s
Got: a
Got: g
Got: e
Got:
Got: t
Got: h
Got: r
Got: o
Got: u
Got: g
Got: h
Got:
Got: t
Got: e
Got: 1
Got: e
Got: n
Got: t
Got:
```

Fig: Messages received by the server

Fig: Messages sent by the client and then messages timestamped by the server returned to the client

Fig: Connecting on server through telnet