

## Project 4: Client-Server Chat

## Introduction/Instructions

1. To run the client-server chat, you need to run the “server.py” file first and then the “client.py” file in that order.
2. In the directory with both files, run the command “python3 server.py” or “python server.py” to start the server.
3. In the directory with both files, run the command “python3 client.py” or “python client.py” to start the client.

\*Note: The “server.py” and “client.py” files’ names may have numbers appended to the end of their names (i.e. “server-1.py” and “client-1.py”). If that is the case, please adjust the instructions above according to the file names with the numbers appended to the end.

\*\*Note: Programs are in python3.

## Screenshots:

```
C:\Users\ST\PycharmProjects\client-server-chat2>python server.py
Listening for connection requests on 'localhost' at port# 4361!
Waiting to establish connection with client...
Connection with client established at 'localhost' on port# 4361!
You may now chat with the client!
Server will terminate when client sends message of "/q".
Waiting for message from client...
Client: Hi Server!
Enter message to send to client: Hey Client.
Client: What's up?
Enter message to send to client: Gas prices.
Client: Haha!
Enter message to send to client: lol.
Client: How's the weather?
Enter message to send to client: Pretty warm and sunny.
Client: Sounds nice. g2g now! Have a good one!
Enter message to send to client: Thanks. Bye!
Client: /q
Ending server...
```

*Server Screenshot*

```
C:\Users\ST\PycharmProjects\client-server-chat2>python client.py
Connected to server at 'localhost' on port# 4361!
You may now chat with the server!
Enter "/q" to quit.
Enter message to send to server: Hi Server!
Server: Hey Client.
Enter message to send to server: What's up?
Server: Gas prices.
Enter message to send to server: Haha!
Server: lol.
Enter message to send to server: How's the weather?
Server: Pretty warm and sunny.
Enter message to send to server: Sounds nice. g2g now! Have a good one!
Server: Thanks. Bye!
Enter message to send to server: /q
Ending client...
```

*Client Screenshot*