PYTHON PROJECT (TANISHQ HOODA 16CSU388)

1. **Title:** Socket Programming Using Python
2. **Introduction:**

Socket programming is a way of connecting two nodes on a network to communicate with each other. One socket(node) listens on a particular port at an IP, while other socket reaches out to the other to form a connection. Server forms the listener socket while client reaches out to the server.

They are the real backbones behind web browsing. In simpler terms there is a server and a client.

1. **Steps to performed (Subject to change) :**

Socket programming is started by importing the socket library and making a simple socket.

import socket

s = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

Here we made a socket instance and passed it two parameters. The first parameter is AF\_INET and the second one is SOCK\_STREAM. AF\_INET refers to the address family ipv4. The SOCK\_STREAM means connection oriented TCP protocol.

Now we can connect to a server using this socket

Now we need something with which a server can interact i.e. a client We could tenet to the server like this just to know that our server is working.

1. **Outcome :** We can send data from one PC and display it on another PC using sockets. The program is for displaying Server Screen on the client Screen The Client sends connection request to the Server The Server returns pixels (using MSS) to the Client through the socket The pixels are displayed on Pygame window on the Client Side.