

Network Programming in Python

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- Computers that receive service are clients and servers provide service.
- Both client and server need a program to establish connection.
- 3 requirements to establish connection::
 - Hardware
 - Software
 - Protocol
- Protocol- Set of rules for computers in network for data transfer.
 - TCP(Transmission Control Protocol)/IP(Internet) Protocol
 - UDP(User Datagram Protocol)

TCP/IP Protocol

- It is a standard protocol used in many network.
- It has following 5 layers::
 - Application Layer-Topmost, interacts with application- passes data in stream to TCP.
 - TCP-Divides data into packets(group of bytes of data)-sent to IP layer.
 - IP-inserts packets into envelopes called frames(contains packet, destination IP, source IP, error detection bits)
 - Data Link Layer-dispatches frames to correct destination computer on network.
 - Physical Layer-physically transmit data using appropriate hardware.
- A computer in network is identified by IP address.-4 integer numbers separated by a dot as 216.58.194.197(numerical representation of gmail.com)
- Domain naming service/system maps IP address with website names.

- TCP is connection oriented protocol.
- Used for reliable data transfer.
 - HTTP-transfer web pages.
 - FTP- download or upload files from and to server.
 - SMTP- send emails on network.
 - POP-receive mails into mail boxes.
 - NNTP- transfer news articles on internet.
- UDP is connection less protocol.
- Not generally used to sent text as there may be some loss of bits.

Sockets

- Point of communication between server and client.
- Each socket can be given identification number-port number.
- We provide a new port number for every socket .
- For server to connect to client, a socket is needed.

- To create socket, socket module is used.

`S=socket.socket(address family, type)`

address family--`socket.AF_INET/socket.AF_INET6`

type = socket.SOCK_STREAM / Socket.SOCK_DGRAM

IP address of a webpage->

- To know the IP address of website
- **addr=socket.gethostbyname('www.google.in')**
- Will return IP address of google.co.in into addr variable
if there is no such website then it return 'gaierror'

[ip.py](#)

URL(Uniform Resource Locator)

- It represents the address that is specified to access some information or resource on internet.

e.g. <http://www.blogpost.com:80/index.html>

It contains 4 parts:

- 1)Protocol to use(http://)
- 2)The server name or IP address of server(www.blogpost.com)
- 3)Port number(80)(optional)
- 4)Last part is the file that is referred (index.html)

- When a URL is given , we can parse the URL and find out all the parts of the URL with the help of **urlparse()** function of **urllib.parse** module.

tpl=urllib.parse.urlparse('urlstring')

The parts that can be retrieved of URL from tuple tpl are:

scheme: this gives protocol name used in URL

netloc: gives website name on the net with port number if present.

path: path of web page

port: gives port number

We can also get a total URL from tuple by calling geturl() function

[urlparse.py](#)

Reading source code of web page

urlopen() function helps in getting source code of a web page

This function belongs to **urllib.request module**

```
f=urllib.request.urlopen("https://www.python.org")
```

[sourcecode.py](#)

Downloading a web page from internet

Program1:

[pageread1.py](#)

Program2(Download an image from internet):

[imageread.py](#)

TCP/IP Server

- Program to create a TCP/IP server and client program

[Server1.py](#)

[client1.py](#)

Program to create a UDP server and client program

[server2.py](#)

[client2.py](#)

Two way communication between client and server – simple chat program

[chatserver.py](#)

[chatclient.py](#)

Send an e mail to any mail address

[mail.py](#)

- To send a mail via python program we need SMTP class of smtpplib module.
- An object of smtp class is created to connect to smpt server
- After connecting we can send mail via send_message(msg) method
- 'msg' represents total message to be sent including address to which and from which mail should be exchanged, subject and body of mail.
- It is represented as an object of MIMEText class which belongs to the email.mime.text module.
- MIME(Multi purpose Internet Mail Extensions) indicates an extension of original internet e mail protocol that lets people use the protocol to exchange different kinds of data on the internet .