CS655 PA1

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**Part 1**

Logistics:

The part one implement a very simple client and server app where server echo back the message it get from client.

Server:

To start the server, go to pa1part1 and type in

python server.py <port number>

You can pick any port number you like. I usually pick 58989. The server will create a socket that bind to that port number and ip address of 0.0.0.0 which would bind to all interface. The server will constantly listening and reply back any message it receives.

Client:

python server.py <ip address> <port number>

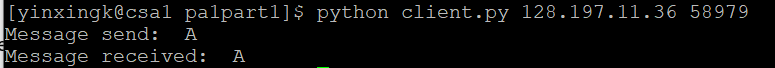
client.py takes 2 command line argument for ip and port number. It will create a socket to connect to the ip and port and send a message. It will the receive the message. Socket errors are catched.

I run server on csa2:

Text

Description automatically generated

While client is run on a different machine, namely csa1:



**Part 2**