On the server, basically I decided to run a while 1 loop, which is always true to begin the process of accepting messages from the client and then throughout that loop you must collect the input as a float to take care of decimals. Then we must use if messages and elif messages to decided whether which oprand is at use followed by finally closing the socket at the end.

In the client side it is much simpler, you must run another wile 1 loop and take in raw input from the user for the equation. Once this is done you can send the input to the server side. After this you will receive the calculated response and give it back to the user on the screen.

----Server------

To Run: python server.py

----Client-------

To Run: python client.py

Next you will be prompted to enter your math equation, once entered you will be given the result.

----Server------

After your question, has been asked you will be told you have received the question followed by the result.

