Network and Communication CSE 1004

Socket Programming – Multiple Clients

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Code:

Server.py

```
import socket
import os
from thread import *
ServerSocket = socket.socket()
host = '127.0.0.1'
port = 2233
ThreadCount = 0
try:
    ServerSocket.bind((host, port))
except socket.error as e:
    print(str(e))
print('Waitiing for a Connection..')
ServerSocket.listen(5)
def threaded client(connection):
    connection.send(str.encode('Welcome to the Servern'))
    while True:
        data = connection.recv(2048)
        reply = 'Server Reply: ' + data.decode('utf-8') + "+" +
str(len(data.decode('utf-8')))
        if not data:
            break
        connection.sendall(str.encode(reply))
    connection.close()
while True:
    Client, address = ServerSocket.accept()
    print('Connected to: ' + address[0] + ':' + str(address[1]))
    start new thread(threaded client, (Client, ))
```

```
ThreadCount += 1
  print('Thread Number: ' + str(ThreadCount))
ServerSocket.close()
```

Client.py

```
import socket
ClientSocket = socket.socket()
host = '127.0.0.1'
port = 2233
print('Waiting for connection')
try:
   ClientSocket.connect((host, port))
except socket.error as e:
    print(str(e))
Response = ClientSocket.recv(1024)
while True:
    Input = input('Enter your Data: ')
    ClientSocket.send(str.encode(Input))
    Response = ClientSocket.recv(1024)
    print(Response.decode('utf-8'))
ClientSocket.close()
```

Output:

1st Connection

Server

```
saurish@saurish-VM: -/Downloads/multiclientpr... × saurish@saurish-VM: -/Downloads/multiclientpr... × saurish@saurish-VM: -/Downloads/multiclientpr... × vsaurish@saurish-VM: -/Downloads/multiclientprograms$ python3 mserver.py Waitiing for a Connection..

Connected to: 127.0.0.1:58032

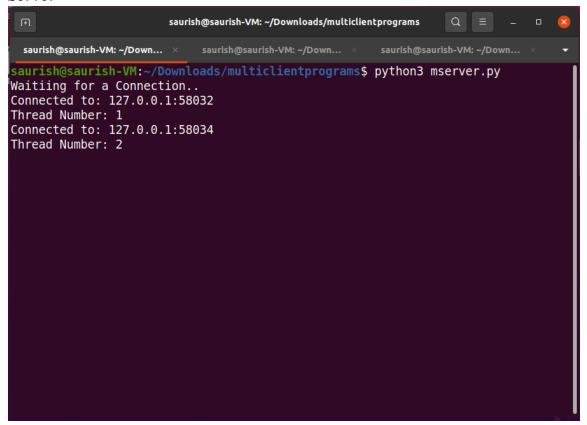
Thread Number: 1
```

Client

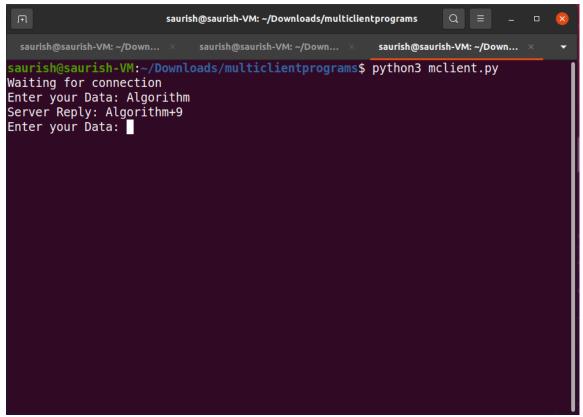
```
saurish@saurish-VM: ~/Downloads/multiclientp... × saurish@saurish-VM: ~/Downloads/multiclientp... × saurish@saurish-VM: ~/Downloads/multiclientprograms$ python3 mclient.py Waiting for connection Enter your Data: Hello Server Reply: Hello+5 Enter your Data:
```

2nd Connection

Server

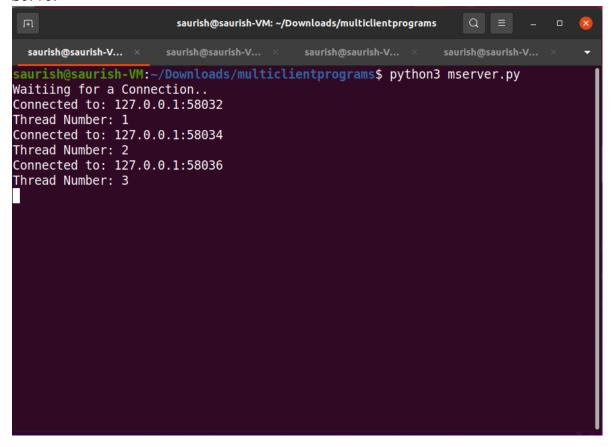


Client



3rd Connection

Server



Client

