

Ex no: 12b)

Echo client SERVER

Aim:

Aim

Implement chat client server using TCP loop Sockets.

Code

chat_srv.py

```
import socket
```

```
def server():
```

```
    port = 12345
```

```
    host = '127.0.0.1';
```

```
    with socket.socket(socket.AF_INET)
```

```
        socket.SOCK_STREAM) as s:
```

```
        s.bind((host, port))
```

```
    while True:
```

```
        a, add = s.recvfrom(1024)
```

```
        print("Client", id, "Code", id)
```

```
        a = input("Enter Reply")
```

```
        s.send(a.encode('utf-8'))
```

```
        if (a == "end");
```

```
            break
```

```
    exit
```

```
server()
```

server.py

```
import socket
```

```
import time
```

```
def recv2(a):
```

```
    host = '127.0.0.1'
```

```
    port = 12345
```

```
    with socket.socket(socket.AF_INET, socket.SOCK_STREAM):
```

```
        s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
```

```
        s.bind((host, port))
```

```
        print('Server is ready')
```

```
        while True:
```

```
            a = input("Enter message")
```

```
            if (a == 'end'):
```

```
                recv2(a)
```

```
                break
```

```
            else:
                recv2(a)
```

Output

```
python ./echo_server.py
```

```
Client (hi)
```

```
Enter Reply Hello
```

```
Client ( 'How are you' )
```

```
Enter Reply Im fine.
```

```
python ./recv.py
```

```
Enter message hi
```

```
{ 'hello' }
```

```
Enter message
```

(In line)
Enter message

1. If the user enters a message, it is added to the list of messages.

2. If the user enters a message, it is added to the list of messages.

3. If the user enters a message, it is added to the list of messages.

4. If the user enters a message, it is added to the list of messages.

5. If the user enters a message, it is added to the list of messages.

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Result

Thus the implementation of Chat by using Python with Chat integration is successfully done