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**LAB-2**

**Client.py**

#!/usr/bin/python

# client.py

import socket

# create a socket object

s = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

# get local machine name

host = socket.gethostname()

port = 8999

# connection to hostname on the port.

s.connect((host, port))

# Receive no more than 1024 bytes

tm = s.recv(1024)

s.close()

print("The time got from the server is %s" % tm.decode('ascii'))



**Server.py**

#!/usr/bin/python

# server.py

import socket

import time

# create a socket object

serversocket = socket.socket(

socket.AF\_INET, socket.SOCK\_STREAM)

# get local machine name

host = socket.gethostname()

port = 8999

# bind to the port

serversocket.bind((host, port))

# queue up to 5 requests

serversocket.listen(5)

while True:

# establish a connection

clientsocket,addr = serversocket.accept()

print("Got a connection from %s" % str(addr))

currentTime = time.ctime(time.time()) + "\r\n"

clientsocket.send(currentTime.encode('ascii'))

clientsocket.close()

