

Experiment_2_GrpComm

1. Server.py

```
from socket import socket, gethostbyname

soc = socket()
host_name = gethostbyname("localhost")
soc.bind((host_name, 8000))
soc.listen(100)

name = input("Enter Name ")
print("Waiting for incoming connection ....")

conn, addr = soc.accept()
print(f"Connection Established. Connected from: {addr[0]}({addr[1]})")

client_name = conn.recv(1024).decode()

print(f"{client_name} has connected")
print("Print [bye] to leave the chatroom")
conn.send(name.encode())

while True:
    msg = input("ME > ")
    if msg.lower() == 'bye':
        msg = 'Thanks See You Later'
        conn.send(msg.encode())
        print("\n")
        break
    conn.send(msg.encode())
    msg = conn.recv(1024).decode()
    print(f"{client_name} > {msg}")
```

2. Client.py

```
from socket import socket, gethostbyname

soc = socket()
host_name = gethostbyname("localhost")

name = input("Enter Your Name ")
soc.connect((host_name,8000))

print("Connected....")

soc.send(name.encode())
server_name = soc.recv(1024).decode()

print(f"{server_name} has joined ....Type Bye to End Chat")

while True:
    msg = soc.recv(1024).decode()
    print(f"{server_name} > {msg}")
    msg = input("Me >")
    if msg.lower() == 'bye':
        msg = "Leaving the Chat Room"
        soc.send(msg.encode())
        break
    soc.send(msg.encode())
```

Output

```
pi@raspberrypi:~$ python3 server.py
Enter Name Server
Waiting for incoming connection ....
Connection Established. Connected from: 127.0.0.1(58666)
Client1 has connected
Print [bye] to leave the chatroom
ME > Hello
Client1 > Hello Server
ME > This is demo of chatting
Client1 > ok
ME > █
```

```
pi@raspberrypi:~$ python3 client.py
Enter Your Name Client1
Connected....
Server has joined ....Type Bye to End Chat
Server > Hello
Me >Hello Server
Server > This is demo of chatting
Me >ok
█
```