

实验题目： 实验 3 使用 TCP 实现智能聊天机器人

实验环境： Python、PyCharm 等

一、 实验目的

1. 熟悉标准库 socket 的用法。
2. 熟悉 TCP 的工作原理。
3. 理解端口号的概念与作用。
4. 熟悉 socket 编程。
5. 熟练掌握字典的使用。
6. 熟悉集合的常用运算。
7. 了解 os.path 中 commonprefix() 函数的用法。
8. 熟练掌握字符串的常用方法。

二、 实验内容

编写聊天程序的服务端代码和客户端代码。完成后,先启动服务端代码,然后启动客户端程序输入问题,服务端可以返回相应的答案。要求服务端代码具有一定的智能,能够根据不完整的问题识别客户端真正要问的问题。

三、 实验步骤及结果

1.实验源代码

服务端应用程序 chatServer 的源代码编写如下:

```
# 导入 socket 模块
import socket

# 导入完成功能需要的其他模块
from posixpath import split
from os.path import commonprefix

# 完成简单对话需要的字典
conversation = {"What's your name?" : "Yuzu.",
```

```

        "How old are you?" : "18 years old.",
        "Which sports do you like?" : "Figure skating.",
        "Which athlete do you support most in your favorite field?" :
"Hanyu Yuzuru.",
        "What's your favorite food?" : "Potato.",
        "Where are you from?" : "Shanxi Province, China",
        "What's the weather?" : "Sunny day, very nice.",
        "Bye." : "Bye."}

# 创建服务器, 使用 IPv4 协议, TCP 套接字
chatServer = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
# 绑定端口和端口号
chatServer.bind(('127.0.0.1', 8000));
# 开始侦听, 队列长度为1
chatServer.listen(1)
# 使用阻塞方法 accept 以等待客户机连接请求
clientSocket, clientAddress = chatServer.accept()
# 接收客户机请求后输出客户机的信息
print('Connection from', clientAddress)

# 循环以接收和回送客户机数据
while(1) :
    Setence = clientSocket.recv(1024).decode()      # 接收数据
    if not Setence :
        break                                       # 接收到空数据时终止循环
    print("Data from Client: ", Setence)          # 将接收到的语句输出

    # 猜测内容
    guess = ''
    maxsame = 0
    for key in conversation.keys():
        Sentence = ' '.join(Setence.split())      # 删除多余空格

        # 找到第一个与输入非常相似的键
        if len(commonprefix([key, guess])) > len(key) * 0.8:
            guess = key
            break

        # 每一个都不能与输入的字符串以高匹配度匹配时, 此时选择重合度较高的一个
        samelength = len(set(Sentence.split()) & set(key.split()))
        if samelength > maxsame:
            guess = key
            maxsame = samelength

    # 回复合适的信息

```

```

        Reply = conversation.get(guess, "Sorry, I can not answer your
question.!")
        clientSocket.sendall(Reply.encode())

clientSocket.close()
chatServer.close()

```

客户端应用程序 chatclient 源代码如下：

```

# 导入 socket 模块
# from re import L
import sys
import socket

# 创建客户机
chatclient = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
# 连接服务器
try:
    chatclient.connect(('127.0.0.1', 8000))
except Exception as e:
    print("Error! Try it again!")
    sys.exit()

# 循环接收用户输入，并发送到服务器，接收服务器的回送
while(1):
    Sentence = input("Q: ");
    chatclient.sendall(Sentence.encode());
    # 接收用户输入数据
    # 把数据转化为 bytes 对象，
    # 并发送到服务器
    if not Sentence:
        break
    # 如果发送数据为空，终止循环
    Reply = chatclient.recv(1024)
    # 从服务器端接收数据
    Reply = Reply.decode()
    print("A: ", Reply)
    # 输出接收到的数据
    if Sentence.lower() == 'bye.':
        break;
    # 结束对话

chatclient.close()
# 关闭客户机

```

2.测试用例及测试结果

输入服务端源代码设置的字典中的语句对代码进行测试，同时测试能否根据不完整的问题识别出客户端真正想要问的问题。测试结果如下图。

```

===== RESTART: D:\Codefield\Python\Demo\Exp3_ChatServer.py =====
Connection from ('127.0.0.1', 54867)
Data from Client: What's your name?
Data from Client: How r u?
Data from Client: How old r u?
Data from Client: Which spots do you like?
Data from Client: Which athelete do u support most?
Data from Client: What is ur favorite food?
Data from Client: where r u from?
Data from Client: What's the weather?
Data from Client: Bye.
>>>

Ln: 51 Col:

===== RESTART: D:\Codefield\Python\Demo\Exp3_ChatClient.py =====
Q: What's your name?
A: Yuzu.
Q: How r u?
A: I'm fine, thank you.
Q: How old r u?
A: 18 years old.
Q: Which spots do you like?
A: Figure skating.
Q: Which athelete do u support most?
A: Hanyu Yuzuru.
Q: What is ur favorite food?
A: Potato.
Q: where r u from?
A: Shanxi Province, China
Q: What's the weather?
A: Sunny day, very nice.
Q: Bye.
A: Bye.
Q:
>>>

Ln: 72 Col:

```

```
===== RESTART: D:\Codefield\Python\Demo\Exp3_ChatServer.py =====
Connection from ('127.0.0.1', 55310)
Data from Client: How r u?
Data from Client: How od are you?
|

Ln: 56 Col:

>>>
===== RESTART: D:\Codefield\Python\Demo\Exp3_ChatClient.py =====
Q: How r u?
A: I'm fine, thank you.
Q: How od are you?
A: I'm fine, thank you.
Q:
```