

```
1  from socket import *
2
3  class Client:
4      def run(self):
5          s = socket(AF_INET, SOCK_STREAM)
6          s.connect((HOST, PORT)) # connect to server (block until accepted)
7          s.send(b"Hello, world") # send some data
8          data = s.recv(1024)     # receive the response
9          print(data)              # print what you received
10         s.send(b"")              # tell the server to close
11         s.close()                # close the connection
```