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1 from socket import *
2
3 s = socket(AF_INET, SOCK_STREAM)
4 (conn, addr) = s.accept() # returns new socket and addr. client
5 while True:               # forever
6     data = conn.recv(1024) # receive data from client
7     if not data: break     # stop if client stopped
8     msg = data.decode()+"*" # process the incoming data into a response
9     conn.send(msg.encode()) # return the response
10 conn.close()              # close the connection

```

(a) A simple server

```

from socket import *

s = socket(AF_INET, SOCK_STREAM)
s.connect((HOST, PORT)) # connect to server (block until accepted)
msg = "Hello World"     # compose a message
s.send(msg.encode())    # send the message
data = s.recv(1024)     # receive the response
print(data.decode())    # print the result
s.close()               # close the connection

```

(b) A client