

```
1 import zmq
2
3 def server():
4     context = zmq.Context()
5     socket = context.socket(zmq.REP)          # create reply socket
6     socket.bind("tcp://*:12345")             # bind socket to address
7
8     while True:
9         message = socket.recv()               # wait for incoming message
10        if not "STOP" in str(message):        # if not to stop...
11            reply = str(message.decode())+'*'  # append "*" to message
12            socket.send(reply.encode())        # send it away (encoded)
13        else:
14            break                              # break out of loop and end
15
16 def client():
17     context = zmq.Context()
18     socket = context.socket(zmq.REQ)          # create request socket
19
20     socket.connect("tcp://localhost:12345")  # block until connected
21     socket.send(b"Hello world")              # send message
22     message = socket.recv()                  # block until response
23     socket.send(b"STOP")                     # tell server to stop
24     print(message.decode())                  # print result
```