

```
1 class Client:
2     def __init__(self, port):
3         self.host = 'localhost'           # this machine
4         self.port = port                  # port it will listen to
5         self.sock = socket()              # socket for incoming calls
6         self.sock.bind((self.host, self.port)) # bind socket to an address
7         self.sock.listen(2)                # max num connections
8
9     def sendTo(self, host, port, data):
10        sock = socket()
11        sock.connect((host, port))         # connect to server (blocking call)
12        sock.send(pickle.dumps(data))      # send some data
13        sock.close()
14
15    def recvAny(self):
16        (conn, addr) = self.sock.accept()
17        return conn.recv(1024)
```