

Networking Activity

Use the loop-back address to create a client and a server. The server is a compute-server. The client connects to the server and sends a string containing a number. The server receives this message, extracts the number, calculates the logarithm of the number, encapsulates the logarithm in a byte string, sends the byte string to the client. The client receives the byte string and prints it out.

Hints: To send from socket `s` to everyone on the connection, you can use `send` or `sendall`. To receive you just use `receive`. Here is a code fragment from the client with socket `s`:

```
tosend = data.encode('UTF-8')
s.sendall(tosend)
result = s.recv(256)
print(result.decode('UTF-8'))
```