

# **WORKSHOP PEMROGRAMAN JARINGAN**

## **MODUL 5**

### **(APLIKASI CHATting UDP + OPERASI FILE)**

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# TOPIK PEMBAHASAN

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- Operasi file: write, open file
- Membuat aplikasi berbasis UDP
- Membuat aplikasi chatting seperti whatsapp
  - Berbasis UDP
  - Operasi file

# Operasi File

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- File handling: `open()` function
- Syntax:

```
f = open ("namaFile.txt", "modeFile")
```

- Mode File:
  - "r" - Read - Opens a file for reading, error if the file does not exist
  - "a" - Append - Opens a file for appending, creates the file if it does not exist
  - "w" - Write - Opens a file for writing, creates the file if it does not exist
  - "x" - Create - Creates the specified file, returns an error if the file exists
- Referensi:  
[https://www.w3schools.com/Python/python\\_file\\_handling.asp](https://www.w3schools.com/Python/python_file_handling.asp)

# Operasi File

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corona.txt

```
Stay at home !  
Lakukan social  
distancing
```

Open & read file

```
f = open("corona.txt", "r")  
print(f.read())
```

Close file

```
f = open("corona.txt", "r")  
print(f.read())  
f.close()
```

- Terdapat beberapa cara untuk membaca file:
  - `f.read(5)` => hanya membaca 5 karakter awal
  - `f.readline()` => membaca 1 baris data dari sebuah file

# Operasi File: write

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- Menulis data ke file yang ada, maka menambahkan parameter di fungsi open():
  - "a" - Append - will append to the end of the file
  - "w" - Write - will overwrite any existing content
- Contoh program

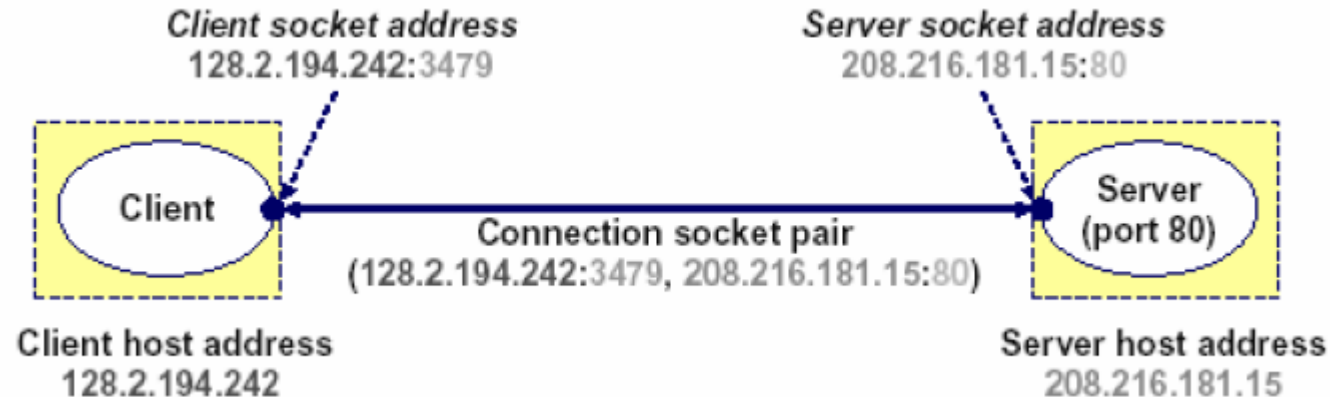
```
f = open("corona.txt", "a")
f.write("Semoga wabah ini segera diangkat oleh Allah")
f.close()
```

```
#open and read the file after the appending:
f = open("corona.txt", "r")
print(f.read())
```

- Gantilah "a" dengan "w" dan lihat bedanya

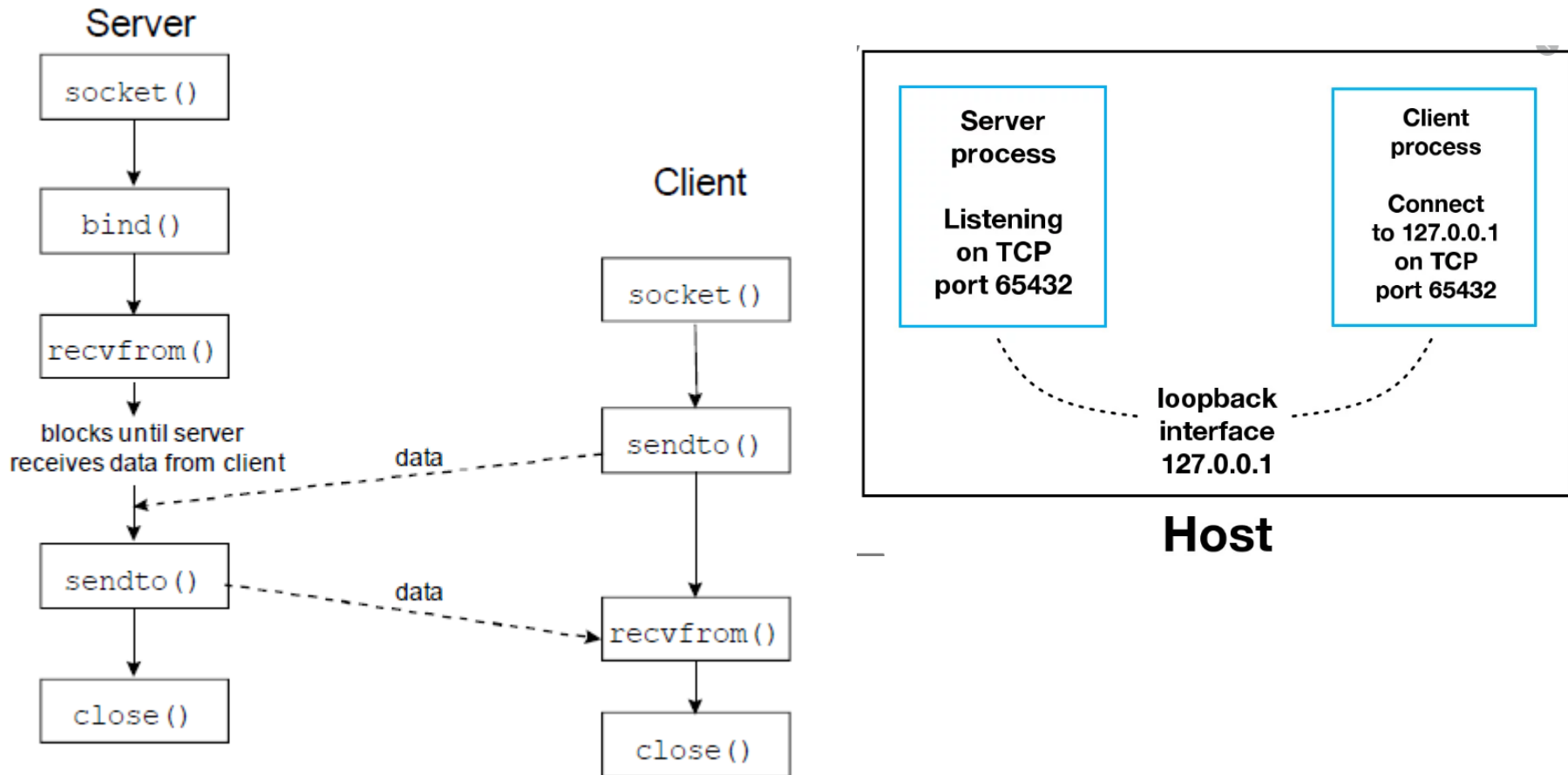
# Membuat aplikasi berbasis UDP

- Koneksi client – server
  - Harus mengetahui IP dan port tujuan
  - Aplikasi tersebut berbasis TCP / UDP



# Aplikasi UDP

- Dengan cara yang hampir sama, buat aplikasi berbasis UDP pada listing 1.14



# Server (Listing 1-14)

```
import socket
import sys
import argparse

host = 'localhost'
data_payload = 2048

def echo_server(port):
    """ A simple echo server """
    # Create a UDP socket
    sock = socket.socket(socket.AF_INET,
                        socket.SOCK_DGRAM)

    # Bind the socket to the port
    server_address = (host, port)
    print ("Starting up echo server
           on %s port %s" % server_address)

    sock.bind(server_address)

    while True:
        print ("Waiting to receive message
              from client")
        data, address = sock.recvfrom(data_payload)
        print ("received %s bytes
              from %s" % (len(data), address))
        print ("Data: %s" %data)
        if data:
            sent = sock.sendto(data, address)
            print ("sent %s bytes back
                  to %s" % (sent, address))

if __name__ == '__main__':
    parser = argparse.ArgumentParser
        (description='Socket Server Example')
    parser.add_argument('--port', action="store", dest="port", type=int,
                        required=True)
    given_args = parser.parse_args()
    port = given_args.port
    echo_server(port)
```



# Client

```
host = 'localhost'  
data_payload = 2048
```

```
def echo_client(port):  
    """ A simple echo client """  
    # Create a UDP socket  
    sock = socket.socket(socket.AF_INET,  
                          socket.SOCK_DGRAM)  
  
    server_address = (host, port)  
    print ("Connecting to %s port %s" % server_address)  
    message = 'This is the message. It will be  
              repeated.'  
  
    try:  
  
        # Send data  
        message = "Test message. This will be  
                  echoed"  
        print ("Sending %s" % message)  
        sent = sock.sendto(message.encode  
                             ('utf-8'), server_address)  
  
        # Receive response  
        data, server = sock.recvfrom(data_payload)  
        print ("received %s" % data)  
  
    finally:  
        print ("Closing connection to the server")  
        sock.close()
```

Perhatikan sock.sendto, format data harus diubah ke universal code 8 bit (ascii)

received **b**'Test message. This will be echoed'

Agar karakter **b**' hilang, tambahkan:  
**data.decode()**

# Aplikasi UDP

Client



IP: localhost  
Port: 43542

Server



IP: localhost  
Port: 9900

```
$ python 1_14a_echo_server_udp.py --port=9900  
Starting up echo server on localhost port 9900  
Waiting to receive message from client
```

```
$ python 1_14b_echo_client_udp.py --port=9900  
Connecting to localhost port 9900  
Sending Test message. This will be echoed  
received Test message. This will be echoed  
Closing connection to the server
```

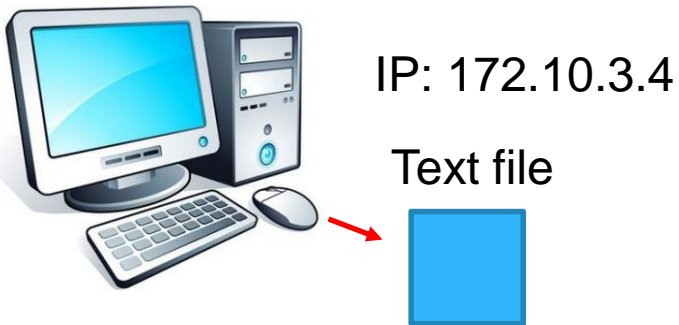
```
received 33 bytes from ('127.0.0.1', 43542)  
Data: Test message. This will be echoed  
sent 33 bytes back to ('127.0.0.1', 43542)  
Waiting to receive message from client
```

# TUGAS

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- Buatlah aplikasi chatting berbasis UDP antara 2 komputer
- Simpan data dalam bentuk file

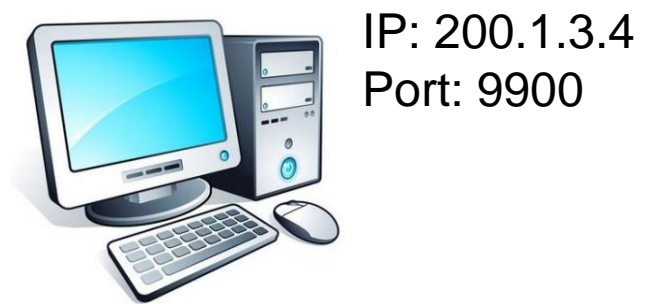
Client



Menu Pilihan:

1. Koneksi ke server
2. Melihat history

Server



Menunggu koneksi

# TUGAS

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Jika pilihan 1:

Masukkan IP Server: 200.1.3.4

Masukkan port server: 9900

Koneksi berhasil

Client: Halo Server

Msg dari server: ini dari server

Client: Awas corona, STAY AT HOME

Msg dari server: siap

Client: quit

Data disimpan

Koneksi dari client: 172.10.3.4

Msg dari client: Halo Server

Server: ini dari server

Msg dari client: Awas corona, STAY AT HOME

Server: siap

Jika pilihan 2:

Masukkan nama file: 200.1.3.4.txt

Pesan:

Client: Halo Server

Server: ini dari server

Client: Awas corona, STAY AT HOME

Server: siap