

!!! ACHTUNG - evtl. veraltet - ACHTUNG !!!

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server.py:

```
#!/usr/bin/python
import socket
import hashlib
ip = "10.0.0.50"
port = 12345
s = socket.socket( socket.AF_INET, socket.SOCK_STREAM )
s.bind(( ip, port ))
s.listen( 1 )
try:
    while True:
        komm, addr = s.accept()
        while True:
            data = komm.recv( 1024 )
            if not data:
                komm.close()
                break
            antwort = ( hashlib.sha256( socket.gethostbyname(
socket.gethostname() ) ).hexdigest() if hashlib.sha256( addr[[0]]
).hexdigest() == data else hashlib.sha256( "ERROR" ).hexdigest() )
            komm.send( antwort )
        finally:
            s.close()
```

TODO:

- event anstatt „print“
- event in variable

client.py:

```
#!/usr/bin/python
import socket
import hashlib
import time
ip = "10.0.0.50"
port = 12345
s = socket.socket( socket.AF_INET, socket.SOCK_STREAM )
s.connect(( ip, port ))
try:
    while True:
        s.send( hashlib.sha256( socket.gethostbyname( socket.gethostname() )
).hexdigest() )
        antwort = s.recv( 1024 )
        if antwort != hashlib.sha256( ip ).hexdigest():
            print "shutting down now..."
```

```
time.sleep(10)
finally:
    s.close()
```

From:

<http://wiki.neumannsland.de/> - **Patricks DokuWiki**

Permanent link:

<http://wiki.neumannsland.de/mw2dw:ds3000-python-logical-bomb>

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