!!! 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()
```

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