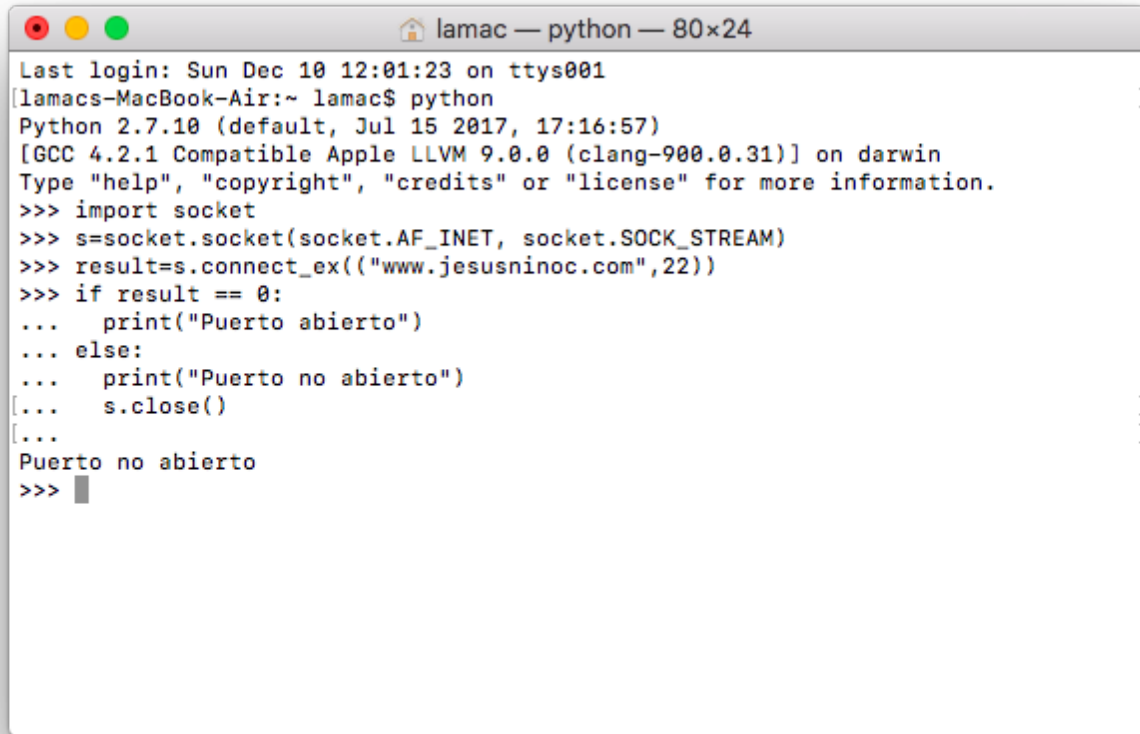


Escanear un puerto con Python

[crayon-6a9d559396275424811409/]

A terminal window titled 'lamac — python — 80x24' with standard macOS window controls (red, yellow, green buttons). The terminal shows the output of a 'python' command, including the Python version (2.7.10), GCC version (4.2.1), and LLVM version (9.0.0). A Python script is then executed, which imports the 'socket' module, creates a socket object 's', and attempts to connect to 'www.jesusninoc.com' on port 22. The script checks the result and prints 'Puerto abierto' if successful or 'Puerto no abierto' if not. The output shows 'Puerto no abierto'.

```
Last login: Sun Dec 10 12:01:23 on ttys001
[lamacs-MacBook-Air:~ lamac$ python
Python 2.7.10 (default, Jul 15 2017, 17:16:57)
[GCC 4.2.1 Compatible Apple LLVM 9.0.0 (clang-900.0.31)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>> import socket
>>> s=socket.socket(socket.AF_INET, socket.SOCK_STREAM)
>>> result=s.connect_ex(("www.jesusninoc.com",22))
>>> if result == 0:
...     print("Puerto abierto")
... else:
...     print("Puerto no abierto")
[...     s.close()
[...
Puerto no abierto
>>> █
```