```java
package com.sxt.udp;

import java.io.BufferedReader;
import java.io.IOException;
import java.io.InputStreamReader;
import java.net.DatagramPacket;
import java.net.DatagramSocket;
import java.net.InetSocketAddress;
import java.net.SocketException;

/**
 * 发送端：使用面向对象封装
 * @author 江
 *
 */

public class TalkSend implements Runnable{
    private  DatagramSocket client;
    private  BufferedReader reader;
    private  String toIP;
    private  int toPort;

    public TalkSend(int port,String toIP,int toPort) {
            this.toIP=toIP;
            this.toPort=toPort;

            try {
                client=new DatagramSocket(port);
                reader=new BufferedReader(new InputStreamReader(System.in));

        } catch (SocketException e) {
                e.printStackTrace();
        }
    }
```

```java
    @Override
    public void run() {
        while(true) {
        String data;
            try {
                    data = reader.readLine();
                    byte[] datas=data.getBytes();
                //封装成DatagramPacket包裹，需要指定目的地
                DatagramPacket packet=new
DatagramPacket(datas,0,datas.length,new InetSocketAddress(toIP,toPort));
                //发送包裹send
                client.send(packet);
                if(data.equals("bye")){
                    break;
                }
            } catch (IOException e) {
                // TODO Auto-generated catch block
                e.printStackTrace();
            }

        }
        //释放资源
        client.close();
    }

    public static void main(String[] args) {

    }

}
```