

Write Up

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UDP

Server Side :

Import Socket

localIP = "127.0.0.1"

localPort = 20001

BufferSize = 1024

msg from Server = "Hello UDP client"

bytesToSend = str.encode(msg from Server)

create a datagram Socket

UDPServerSocket = Socket.socket(Socket.AF_INET, Socket.SOCK_DGRAM)

Bind to address and IP

UDPServerSocket.bind(localIP, localPort)

Print("UDP Server up and listening")

Listen for incoming datagrams

while (True):

bytesAddressPair = UDPServerSocket.recvfrom(BufferSize)

message = bytesAddressPair[0]

address = bytesAddressPair[1]

.print (clientMsg)

UDPServerSocket.sendto(bytesToSend, address)

Client Side

```
import socket
```

```
msgC = "Hello UDP Server"
```

```
bytesToSend = str.encode(msgC)
```

```
ServerAddressPort = ("127.0.0.1", 20001)
```

```
bufferSize = 1024
```

```
UDPClientSocket = socket.socket(socket.AF_INET,  
                                socket.SOCK_DGRAM)
```

```
UDPClientSocket.sendto(bytesToSend, ServerAddressPort)
```

```
msgFromServer = UDPClientSocket.recvfrom(bufferSize)
```

```
msg = "Message from server {}".format(msgFromServer[0])
```

```
print(msg)
```