Cycle II

LAB 16:

Aim : Using UDP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.

4. Using UDP sockets, write a client - server program to make client sending the file name and the server to send back the contents of the requested file if present.

ServerUDP.py

```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
ServerSocket.bind(("127.0.0.1", serverport))
print("The server is ready to receive")

while 1:
    sentence, clientAddress = serverSocket.recvfrom
                                        (2048)
    sentence = sentence.decode("utf-8")
    file = open(sentence, "r")
    con = file.read(2048)

    serverSocket.sendto(bytes(con, "utf-8"),
                        clientAddress)

    print('\n Sent contents of ', end = ' ')
    print(sentence)
    file.close()
```

ClientUDP.py

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
clinetSocket = socket (AF_INET, SOCK_DGRAM)

sentence = input("\n Enter file name : ")

clinet
client Socket.sendto(bytes(sentence, "utf-8"),
                     (serverName, serverPort))

filecontents, serverAddress = client Socket.recvfrom
                                (2048)
print ('\n Reply from Server: \n')
print (filecontents.decode("utf-8"))

client Socket.close()
client socket.close()
```

Output :

Servers Instance :-

The server is ready to receive

Client Instance :-

Enter file name : ServerUDP.py

Reply from Server:

contents of ServerUDP.py displayed here.

Server Instance :-

The server is ready to receive

Sent contents of ServerUDP.py
The server is ready to receive.

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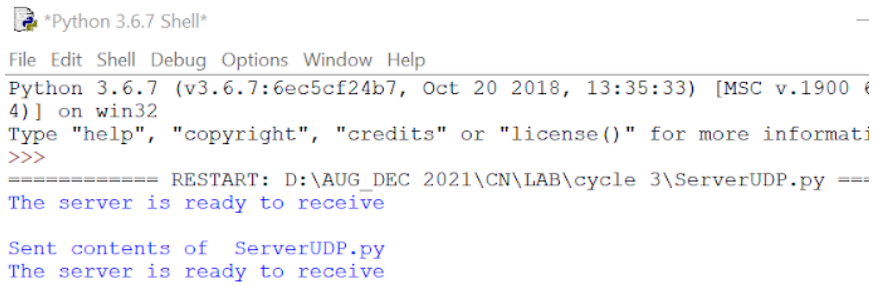
Output :

Server instance :



```
*Python 3.6.7 Shell*
File  Edit  Shell  Debug  Options  Window  Help
Python 3.6.7 (v3.6.7:6ec5cf24b7, Oct 20 2018, 13:35:33) [MSC v.1900 6
4)] on win32
Type "help", "copyright", "credits" or "license()" for more informati
>>>
============ RESTART: D:\AUG_DEC 2021\CN\LAB\cycle 3\ServerUDP.py ===
The server is ready to receive

Sent contents of  ServerUDP.py
The server is ready to receive
```

Client instance :

```
Python 3.6.7 Shell
File  Edit  Shell  Debug  Options  Window  Help
Python 3.6.7 (v3.6.7:6ec5cf24b7, Oct 20 2018, 13:35:33) [MSC v.1900 64 bit (AMD6
4)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
============ RESTART: D:\AUG_DEC 2021\CN\LAB\cycle 3\ClientUDP.py ============

Enter file name:  ServerUDP.py

Reply from Server:

from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort))

while 1:
     print ("The server is ready to receive")
     sentence, clientAddress = serverSocket.recvfrom(2048)
     sentence = sentence.decode("utf-8")
     file=open(sentence,"r")
     l=file.read(2048)

     serverSocket.sendto(bytes(l,"utf-8"),clientAddress)

     print ('\nSent contents of ', end = ' ')
     print (sentence)
    #  for i in sentence:
        #  print (str(i), end = '')
     file.close()

>>>
```