

CS19541-COMPUTER NETWORKS-LAB MANUAL

AIM: - b) Implement chat client server using TCP/UDP sockets.

Algorithm:-

```
python
import socket

def start_server(host='127.0.0.1', port=12345):
    with socket.socket(socket.AF_INET, socket.SOCK_DGRAM) as s:
        s.bind((host, port))
        print(f"UDP server running on {host} : {port}")
        while True:
            data, addr = s.recvfrom(1024)
            print(f"Received message from {addr}: {data.decode()}")

start_server()
```

Input:-

The server waits to receive messages sent over UDP to host='127.0.0.1' and port=12345.
No manual user input required; the server responds to network packets.

Output:-

When you run start_server():

UDP server running on 127.0.0.1 : 12345

When the server receives a message from the client (such as "Hello"):

Received message from ('127.0.0.1', 61234): Hello