

CW - UDP

UDP_server.py :

import socket

local IP = '127.0.0.1'

local Port = 20001

buffer Size = 1024

Server Msg = "Hello UDP Client!"

bytes to send = str.encode (ServerMsg)

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

UDPServerSocket.bind (localIP, local Port)

print ('The UDP server is up and listening!')

while (True):

byte Address Pair = UDPServerSocket.recvfrom (buffer Size)

message = byte Address Pair [0]

address = byte Address Pair [1]

client Msg = 'The message from client: %s' % message

client IP = 'Client IP address: %s' % address

print (client Msg)

print (client IP)

UDPServerSocket.sendto (bytes to send, address)

UDP_client.py:

import socket

clientMsg = 'Hello UDP server'

bytesToSend = str.encode(clientMsg)

serverAddressPort = ('127.0.0.1', 20000)

bufferSize = 1024

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

UDPClientSocket.sendto(bytesToSend, serverAddressPort)

serverMsg = UDPClientSocket.recvfrom(bufferSize)

msg = "The message from server: {}".format(serverMsg[0])

print(msg)