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CN Lab Write up (UDP)

UDP_server.py:

```
import socket

localIP = '127.0.0.1'

localPort = 20001
bufferSize = 1024
serverMsg = "Hello UDP Client!"
bytesToSend = str.encode(serverMsg)

#Create a datagram socket
UDPServerSocket = socket.socket(socket.AF_INET,
                                socket.SOCK_DGRAM)

#Bind to address and IP
UDPServerSocket.bind(localIP, localPort))
print('The UDP server is up and listening!')

#Listen for incoming datagrams
while(True):
    byteAddressPair = UDPServerSocket.recvfrom(bufferSize)
    message = byteAddressPair[0]
    address = byteAddressPair[1]
    clientMsg = 'The message from Client: {}'.format(messa
    clientIP = 'Client IP address: {}'.format(address)
    print(clientMsg)
    Print(clientIP)
    #Sending a reply to Client
    UDPServerSocket.sendto(bytesToSend, address)
```

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UDP_client.py :

```
import socket

clientMsg = 'Hello UDP Server!'
bytesToSend = str.encode(clientMsg)
serverAddressPort = ('127.0.0.1', 20001)
bufferSize = 1024

#Create a UDP socket at client side
UDPClientSocket = socket.socket(socket.AF_INET,
                                socket.SOCK_DGRAM)

#Send to server using created UDP socket
UDPClientSocket.sendto(bytesToSend, serverAddressPort)
ServerMsg = UDPClientSocket.recvfrom(bufferSize)
msg = "The message from Server: {}".format(serverMsg[0])
print(msg)
```