```
The server is ready to receive

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

ServerUDP.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")
    con=file.read(2048)
    serverSocket.sendto(bytes(con,"utf-8"),clientAddress)
    print("\n Sent contents of "+sentence)
    file.close()
```

ClientUDP.py

EXPERIMENT-16

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.

clientUDP.py

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("Enter file name:")
clientSocket.sendto(bytes(sentence,"utf-8"),(serverName,
                                    serverPort))
fileContents, serverAddress = clientSocket.recvfrom(2048)
print("\n Reply from server:\n")
print(fileContents.decode("utf-8"))
for i in fileContents:
    print(str(i), end="")
clientSocket.close()
clientSocket.close()
```

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()
```