Page No.
Date
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Exp 15 6

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

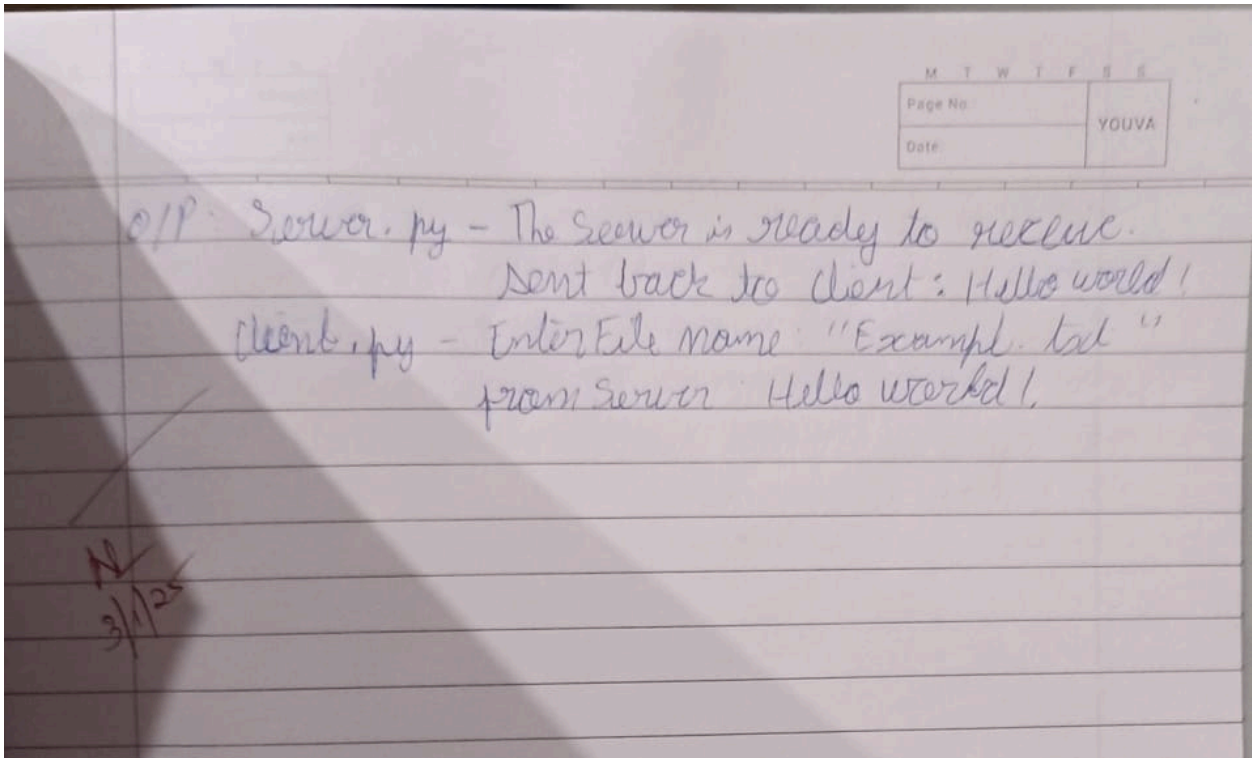
code:
Client.py

```
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"), (2048)
print ("From server:", filecontents)
ClientSocket.close ().
```

server.py

```
From socket import *
ServerPort = 12000
ServerSocket.bind (("127.0.0.1", serverPort))
print ("The server is ready to receive")

While 1:
    Sentence, clientAddr = ServerSocket.recvfrom (20
    file = open (Sentence, "r")
    Data = file.read (2048)
    ServerSocket.sendto (bytes (data, "utf-8"), clientAddr
    print ("Sent back to client", data)
file.close()
```



O/P Server.py - The Server is ready to receive.
Sent back to client: Hello world!
Client.py - Enter File name "Example.txt"
from Server Hello world!

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PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS powershell

```
PS C:\Users\91934\OneDrive\Desktop\Experiment_15(b)> py ClientUDP.py
Enter file name: ServerUDP.py
From Server: from socket import *
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", 12000))
print("Server ready to receive")

while True:
    filename, clientAddress = serverSocket.recvfrom(2048)
    try:
        with open(filename.decode(), "r") as file:
            serverSocket.sendto(file.read(2048).encode(), clientAddress)
    except FileNotFoundError:
        serverSocket.sendto("File not found".encode(), clientAddress)

PS C:\Users\91934\OneDrive\Desktop\Experiment_15(b)>
```

```
PS C:\Users\91934\OneDrive\Desktop\Experiment_15(b)> py ServerUDP.py
Server ready to receive
```