

16. Using UDP sockets, write a client-server program to make client sending the file name & the server to send back the contents of the requested file if present.

* client UDP.py:

```
from socket import *
```

```
serverName = "127.0.0.1"
```

```
serverPort = 12000
```

```
clientSocket = socket(AF_INET, SOCK_DGRAM)
```

```
sentence = input("\n 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()
```

Server UDP.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, "udp-8")
                        client Address)
print("In Sent contents of", end="")
print(sentence)
# for i in sentence:
#     print(str(i), end="")
file.close()

```

O/p:

→ The server is ready to receive
 sent contents of server UDP.py
 The server is ready to receive

} Server Side

{ Enter file name: server UDP.py
 Reply from server:

} Client side