WEEK 16

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

CODE:

ClientUDP.py

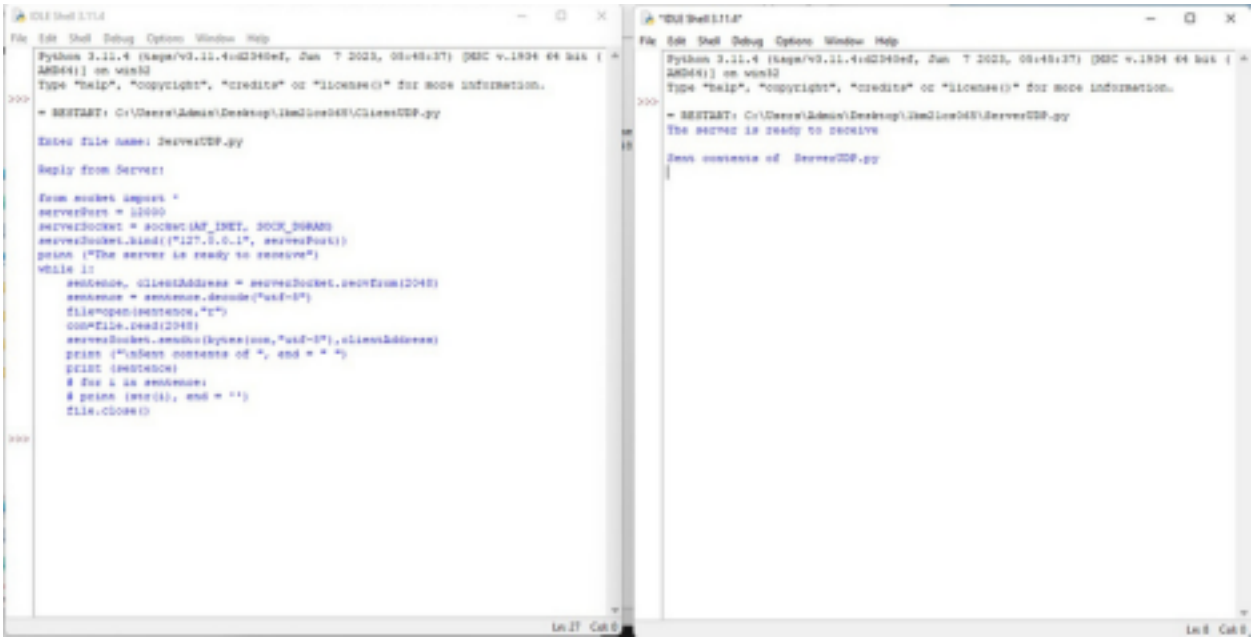
```
from socket import *
serverName = “127.0.0.1”
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input(“\nEnter file name: “)
clientSocket.sendto(bytes(sentence,”utf-8”),(serverName,
serverPort)) filecontents,serverAddress =
clientSocket.recvfrom(2048) print (“\nReply from Server:\n”)
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 (“\nSent contents of “, end = “ “)
```

```
print (sentence)
# for i in sentence:
# print (str(i), end = " ")
file.close()
```

OUTPUT:



OBSERVATION:

```
file = open (sentence, "r")
d = file.read (1024)
connectionSocket.send (d.encode())
print ("\n Sent contents of' + Sentence)
        file.close()
        connectionSocket.close()
```

Output

Server is ready to recieve

In client

Enter file name : Server Tcp.py

found server details will come

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* 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.

Client Udp.py

```
from Socket import *
ServerName = "127.0.0.1"
Serverport = 12000
```

Date __/__/__
Page _____

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, "utf-8"), clientAddress)
print('\n Sent contents of', end='')
print(sentence)

Date
Page

output

The server is ready to recieve
Send content of ServerUDP.py
The server is ready to recieve.
Enter file name : ServerUDP.py
Reply from Server: Whole ServerUDP contents.

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