

LABORATORY PROGRAM – 4

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.

(P4)

④ Using UDP sockets, write a client Server program to make client Sending the file name and Server to Send back Contents of requested file if present.

① Client UDP.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))
file contents, serverAddress = clientSocket.recvfrom(
    2048)

print(Reply from Server:-)
print(file contents.decode('utf-8'))
for i in file contents:
    print(str(i), end=' ')
clientSocket.close()
```

Code: ClientUDP.py

```
from socket import *
serverName = "127.0.0.1" # Server address (localhost)
serverPort = 12000 # Port number where the server listens

# Create UDP socket
clientSocket = socket(AF_INET, SOCK_DGRAM)

# Ask user for file name to request
sentence = input("Enter file name: ")

# Send the file name to the server using UDP
clientSocket.sendto(sentence.encode("utf-8"), (serverName, serverPort))

# Receive file contents from the server
fileContents, serverAddress = clientSocket.recvfrom(2048)

# Print the file contents received from the server
print("From Server:", fileContents.decode())

# Close the UDP socket
clientSocket.close()
```

② Server UDP.Py:

```
from socket import *
```

```
ServerName = '127.0.0.1'
```

```
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(f'Sent contents of {Sentence}')  
    for i in Sentence:
```

```
        print(str(i), end='')
```

```
    file.close()
```

Observations:

→ No connections is established.

Code: ServerUDP.py

```
from socket import *
serverPort = 12000 # Port number to listen on

# Create UDP socket
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort)) # Bind the socket to the server address and port

print("The server is ready to receive")

while True:
    # Receive file name from the client
    sentence, clientAddress = serverSocket.recvfrom(2048)

    # Try opening the file
    try:
        file = open(sentence.decode(), "r") # Open file in read mode
        fileContents = file.read(2048) # Read file content (up to 2048 bytes)
        serverSocket.sendto(fileContents.encode("utf-8"), clientAddress) # Send file contents to
client
        file.close()
    except FileNotFoundError:
        # Send error message if file not found
        serverSocket.sendto("File not found".encode("utf-8"), clientAddress)
```

Output

The screenshot displays a terminal window with two panes. The left pane shows the execution of a client program (ClientUDP.py) where the user enters 'UDP.txt' and receives 'This is a test file.' from the server. The right pane shows the server program (ServerUDP.py) which prints 'The server is ready to receive' and then receives a connection from the client.

```
PROBLEMS  TERMINAL  OUTPUT  DEBUG CONSOLE  PORTS  SEARCH ERROR  COMMENTS
● (base) PS D:\BMSCE\Fifth SEM CSE\CN\Lab - 15(24.12.24)> py ClientUDP.py
Enter file name: UDP.txt
From Server: This is a test file.

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 p
resent.
● (base) PS D:\BMSCE\Fifth SEM CSE\CN\Lab - 15(24.12.24)> py ClientUDP.py
Enter file name: testfile.txt
From Server: File not found
○ (base) PS D:\BMSCE\Fifth SEM CSE\CN\Lab - 15(24.12.24)>

○ (base) PS D:\BMSCE\Fifth SEM CSE\CN\Lab - 15(24.12.24)> py ServerUDP.py
The server is ready to receive
[]
```