

EX.NO:3

## UDP CLIENT-SERVER COMMUNICATION USING SOCKET PROGRAMMING IN PYTHON

AIM:

To implement UDP client-server communication using socket programming in python algorithm.

SERVER ALGORITHM:

- 1.Create a socket using socket.socket()
- 2.Bind the socket to IP and port using bind().
- 3.Receive message using recvfrom().
- 4.Send response using sendto().
- 5.close connection.

CLIENT ALGORITHM:

- 1.Create a socket using socket.socket().
- 2.Send message to server using sendto().
- 3.Receive response using recvform().
- 4.close connection.

SERVER PROGRAM:

```
import socket

# Set up the server
server_ip = "127.0.0.1" # Localhost for testing
server_port = 12345     # Port for listening
buffer_size = 1024      # Size of the buffer to receive data

# Create a UDP socket
```

```
server_socket = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)

# Bind the socket to the address and port
server_socket.bind((server_ip, server_port))
print(f"UDP Server listening on {server_ip}:{server_port}")

# Listen for incoming messages
while True:
    message, client_address = server_socket.recvfrom(buffer_size) # Receive
data from client
    print(f"Received message from {client_address}: {message.decode('utf-8')}")

# Send a response back to the client
response = "Message received"
server_socket.sendto(response.encode('utf-8'), client_address)
```

#### CLIENT PROGRAM:

```
import socket

# Set up the client
server_ip = "127.0.0.1" # The server's IP address
server_port = 12345     # The server's port number
message_to_send = "Hello, UDP Server!"

# Create a UDP socket
client_socket = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
```

# Send message to the server

```
client_socket.sendto(message_to_send.encode('utf-8'), (server_ip,  
server_port))
```

```
print(f"Sent message to {server_ip}:{server_port}")
```

# Receive the response from the server

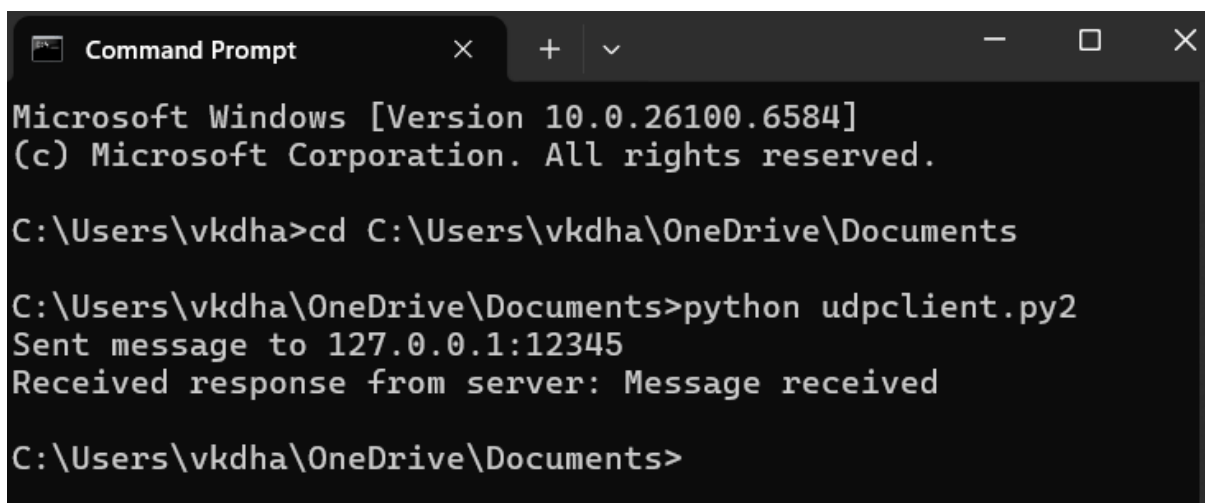
```
response, server_address = client_socket.recvfrom(1024)
```

```
print(f"Received response from server: {response.decode('utf-8')}")
```

# Close the client socket

```
client_socket.close()
```

INPUT:

A screenshot of a Windows Command Prompt window. The title bar reads "Command Prompt" with standard window controls. The text inside shows the user navigating to "C:\Users\vkdha\OneDrive\Documents" and running "python udpclient.py2". The output of the script is displayed: "Sent message to 127.0.0.1:12345" and "Received response from server: Message received".

```
Microsoft Windows [Version 10.0.26100.6584]  
(c) Microsoft Corporation. All rights reserved.  
  
C:\Users\vkdha>cd C:\Users\vkdha\OneDrive\Documents  
  
C:\Users\vkdha\OneDrive\Documents>python udpclient.py2  
Sent message to 127.0.0.1:12345  
Received response from server: Message received  
  
C:\Users\vkdha\OneDrive\Documents>
```

OUTPUT:

```
Command Prompt - python 1 X + v
Microsoft Windows [Version 10.0.26100.6584]
(c) Microsoft Corporation. All rights reserved.

C:\Users\vkdha>cd C:\Users\vkdha\OneDrive\Documents

C:\Users\vkdha\OneDrive\Documents>python udpserver.py2
UDP Server listening on 127.0.0.1:12345
Received message from ('127.0.0.1', 58560): Hello, UDP Server!
```

## RESULT:

Thus ,UDP client\_server communication was successfully implemented using python.

NAME :DHARANI K

ROLL NO :241901025

DEPARTMENT:CSE-CYBER SECURITY