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

→ <u>client UDP.py</u>

```
 from socket import *
 serverName="127.0.0.1"
 server Port = 12000
 client socket= socket (AF_INET, SOCK_DGRAM)
 Sentence = input ("\n Enter file name:")
 clientsocket. send to ( bytes ( sentence , "utf-8"),
 (serverName, server Port))
 file contents, server Address = clientsocket. recvfrom (2048
 Print ("\n Reply from server:\n")
 Print (filecontents. decode ("utf -8"))
 # for i in file contents:
  #  print (str (i), end="")
 client socket. close ( )
 client socket. close ( )
```

<u>Server UDP.py</u>

```
from socket import *
server Port = 12000
Server socket = socket (AF_INET, SOCK_DGRAM)
Serversocket. bind (("127.0.0.1", server Port))
Print ("The server is ready to recieve")
while 1:
        sentence, client Address = server Socket. recvfrom(2048)
        sentence = sentence. decode. ("utf-8")
        file= open (sentence, "r")
        con= file. read (2048)
        serversocket. sendto (bytes (con, "utf -8"),
  client Address)
  Print ('\n sent contents of ', end='')
   print (sentence)
```

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

Output

server

```
The server is ready to recieve.
 sent contents of server UDP-py
         server is ready to recieve.
```

client

```
The contents requested by server is displayed.
```