# UDP Chat Server

# Prompt for server IP and port

$serverIP = Read-Host "Enter the server IP address (or press Enter for any available IP)"

if ([string]::IsNullOrEmpty($serverIP)) {

$serverIP = "0.0.0.0"

}

$port = Read-Host "Enter the UDP port number"

# Create UDP server

$udpServer = New-Object System.Net.Sockets.UdpClient $port

Write-Host "Server listening on $serverIP`:$port"

Write-Host "Waiting for client messages..."

$remoteEndPoint = New-Object System.Net.IPEndPoint([System.Net.IPAddress]::Any, 0)

while ($true) {

# Receive message

$receivedBytes = $udpServer.Receive([ref]$remoteEndPoint)

$receivedMessage = [Text.Encoding]::ASCII.GetString($receivedBytes)

Write-Host "Client ($($remoteEndPoint.Address):$($remoteEndPoint.Port)): $receivedMessage"

# Send response

$response = Read-Host "Server"

$responseBytes = [Text.Encoding]::ASCII.GetBytes($response)

$udpServer.Send($responseBytes, $responseBytes.Length, $remoteEndPoint)

}

# Note: This server will run indefinitely. Press Ctrl+C to stop it.