

Server UDP

The image shows a Visual Studio Code editor window titled 'socket_udp.py - python - Visual Studio Code'. The Explorer sidebar on the left shows a project structure with a 'PYTHON' folder containing 'clientUDP.py', 'port_scanner.py', 'socket_udp.py', and 'socket_udp.py x'. The main editor displays the code for 'socket_udp.py'.

```
1 import socket
2
3 ip = '127.0.0.1'
4 port = 44444
5
6 s = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
7 s.bind((ip, port))
8 print("Server Started")
9 while 1:
10     data = s.recvfrom(1024)
11     if not data: break
12     print(data)
13
14
```

The bottom status bar shows 'Ln 12, Col 16 Spaces 4 UTF-8 LF Python 3.11.4 64-bit'.

Client UDP

The screenshot displays the Visual Studio Code interface with a Python file named `clientUDP.py` open in the editor. The file contains a UDP server implementation in Python. The terminal window at the bottom shows the execution of the script, with input and output messages.

clientUDP.py

```
python > clientUDP.py > ...
1 import os
2 import socket
3
4 ip = input("Inserisci IP: ")
5 port = int(input("Inserisci Port:"))
6 nump = int(input("Inserire numero pacchetti da inviare: "))
7
8 s = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
9 for n in range (nump):
10     s.sendto(os.urandom(1024), (ip, port))
11
```

Terminal Output:

```
Inserisci Port:44444
Inserire numero pacchetti da inviare: 50
(kali@kali)-[/home/coding]
└─$ /bin/python /home/coding/python/clientUDP.py
Inserisci IP: 127.0.0.1
Inserisci Port:44444
Inserire numero pacchetti da inviare: 10
(kali@kali)-[/home/coding]
```

Analisi pacchetti con Wireshark

