

TCP / IP

(Client side)

~~from~~ from socket import *

serverName = '127.0.0.1'

serverPort = 25109

clientSocket = socket(AF_INET, SOCK_STREAM)

clientSocket.connect((serverName, serverPort))

sentence = input('Enter the file name:')

clientSocket.send(sentence.encode())

filecontents = clientSocket.recv(1024).decode()

print('content sent by server:', filecontents)

clientSocket.close()

Server side

from socket import *

serverName = '127.0.0.1'

serverPort = 25109

serverSocket = socket(AF_INET, SOCK_STREAM)

serverSocket.bind((serverName, serverPort))

serverSocket.listen(1)

print('Server is ready to receive: TCP')
while 1:

connectionSocket, address = serverSocket.accept()

print('Client has been connected from:', address)

sentence = connectionSocket.recv(1024).decode()

file = open(sentence, 'r')

data = file.read(1024)

connectionSocket.send(data.encode())

file.close()

connectionSocket.close()

LDP

Client Side

```
from socket import *
serverName = '127.0.0.1'
serverPort = 6518
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input('Enter file name')
clientSocket.sendto(bytes(sentence, 'utf-8'),
                    (serverName, serverPort))
fileContents, ServerAddress = clientSocket.recvfrom(2048)
print('file contents from Server:', fileContents)
clientSocket.close()
```

Server Side

```
from socket import *
serverPort = 6518
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(('127.0.0.1', serverPort))
print('Server is ready to receive: UDP')
while 1:
    sentence, clientAddress = serverSocket.recvfrom(2048)
    file = open(sentence, 'r')
    data = file.read(2048)
    serverSocket.sendto(bytes(data, 'utf-8'), clientAddress)
    print('Sent back to client')
file.close()
```