

TP2-2: Socket UDP (programme client)

```
+import java.io.*;
class SendyUDP {
- public static void main(String args[]) throws IOException
{
    BufferedReader entreeDepuisUtilisateur =
        new BufferedReader(new InputStreamReader(System.in));
    DatagramSocket clientSocket = new DatagramSocket();
    InetAddress IPAddress = InetAddress.getByName("localhost");
    byte[] sendData = new byte[6];
    byte[] receiveData = new byte[6];
    String phrase = entreeDepuisUtilisateur.readLine();
    sendData = phrase.getBytes();
    DatagramPacket sendPacket =
        new DatagramPacket(sendData, sendData.length, IPAddress, 9876);
    clientSocket.send(sendPacket);
    DatagramPacket receivePacket =
        new DatagramPacket(receiveData, receiveData.length);
    clientSocket.receive(receivePacket);
    String modifiedSentence =
        new String(receivePacket.getData());
    System.out.println("FROM SERVER:" + modifiedSentence);
    clientSocket.close();
}
}
```