

29-01-2023

Sockets (UDP)

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

ClientUDP.py

```
from socket import *  
serverName = "127.0.0.1"  
serverPort = 12000  
clientSocket = socket(AF_INET, SOCK_DGRAM)  
sentence = input("\nEnter file name: ")  
clientSocket.sendto(bytes(sentence, "utf-8"),  
                    (serverName, serverPort))  
filecontents, serverAddress = clientSocket.recvfrom(2048)  
print("\nReply from Server: \n")  
print(filecontents.decode("utf-8"))  
# for i in filecontents:  
#     print(str(i), end="")  
clientSocket.close()  
clientSocket.close()
```

ServerUDP.py

```
from socket import *  
serverPort = 12000  
serverSocket = socket(AF_INET, SOCK_DGRAM)
```



```
serverSocket.bind(("127.0.0.1", serverPort))
print("The server is ready to receive")
while 1:
    sentence, clientAddress = serverSocket.recvfrom(2048)
    sentence = sentence.decode("utf-8")
    file = open(sentence, "w")
    l = file.read(2048)
    serverSocket.sendto(bytes(l, "utf-8"), clientAddress)
    print('\n Send contents of', end='')
    print(sentence)
    # for i in sentence
    # print(str(i), end='')
    file.close()
```

O/P

ServerUDP

The server is ready to receive
Send contents of ServerUDP.py
The server is ready to receive

ClientUDP

Enter the filename: ServerUDP.py
Reply from Server:

```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
```



```
serverSocket.bind(("127.0.0.1", serverPort))
while 1:
    print("The server is ready to receive")
    sentence, clientAddress = serverSocket.recvfrom(2048)
    sentence = sentence.decode("utf-8")
    file = open(sentence, "r")
    l = file.read(2048)
    serverSocket.sendto(bytes(l, "utf-8"), clientAddress)
    print('\n Send contents of ', end='')
    print(sentence)
    file.close()
```

>>>