```go
1 package main
2
3 import (
4   "fmt"
5   "log"
6   "net"
7 )
8
9 func main() {
10   addr, err := net.ResolveUDPAddr("udp4", "localhost:9999")
11   conn, err := net.DialUDP("udp", nil, addr)
12   if err != nil {
13     log.Fatalln(err)
14   }
15
16   // Assigining string to byte array
17   conn.Write([]byte("Hello Server!"))
18   fmt.Println("Message Sent: Hello Server!")
19   conn.Write([]byte("How Are You?"))
20   fmt.Println("Message Sent: How Are You?")
21
22   if err != nil {
23     log.Fatalln(err)
24   }
25
26   for {
27     buffer := make([]byte, 1400)
28     dataSize, _, err := conn.ReadFromUDP(buffer)
29     if err != nil {
30       log.Fatalln(err)
31       fmt.Println("Connection Closed!")
32       return
33     }
34     data := buffer[:dataSize]
35     fmt.Println("Received Message: ", string(data))
36   }
37 }
38
```