UDP

Client :-

```
from Socket import *
ServerName = "127.0.0.1"
ServerPort = 12000
clientSocket = Socket (AF_INET, SOCK_DGRAM)
Sentence = input ("Enter file name: ")
clientSocket.sendto (bytes (Sentence, "utf-8")
fileContents, ServerAddress = clientSocket.
                              recvfrom (10048)
print (Reply from Server)
print (file Contents.decode ("utf-8"))
clientSocket.close()
clientSocket.close()
```

Server :-

```
from Socket import *
ServerPort = 12000
ServerSocket = socket (AF_INET, SOCK_DGRM)
serverSocket.bind (("127.0.0.1", ServerPort))
print ("Ready to Receive")
while 1:
Sentence, = ServerSocket.recvfrom (2048)
Sentence = Sentence.decode ("utf-8")
file = open (sentence, "r")
d = file.read (2048)
ServerSocket.Sendto (d, "utf-8"), clientAdd)
print (Contents Sent) print (Sentence)
file.close().
```

Output :-

Server :-
The Server is ready to receive.
Sent Contents of Server.py.
The Server is ready to receive.

```
Enter file name: ServerTCP.py

From Server:

from socket import *
serverName="127.0.0.1"
serverPort = 12000
serverSocket = socket(AF_INET,SOCK_STREAM)
serverSocket.bind((serverName,serverPort))
serverSocket.listen(1)
while 1:
    print ("The server is ready to receive")
    connectionSocket, addr = serverSocket.accept()
    sentence = connectionSocket.recv(1024).decode()

    file=open(sentence,"r")
    l=file.read(1024)

    connectionSocket.send(l.encode())
    print ('\nSent contents of ' + sentence)
    file.close()
    connectionSocket.close()

>>>
```