

(b) Implement chat client server using TCP/UDP Sockets.

Algorithm -

```
import socket
```

```
def start_server(host = '127.0.0.1', port = 12345):  
    with socket.socket(socket.AF_INET, socket.SOCK_DGRAM)  
        as s:
```

```
    s.
```

```
    s.bind((host, port))
```

```
    print(f"UDP Server running on {host}:{port}")
```

```
    while True:
```

```
        data, addr = s.recvfrom(1024)
```

```
        print(f"Received Message from {addr}:  
              {data.decode()}")
```

start_server()

Output:

UDP Server running on 127.0.0.1:12345

Received Message from ('127.0.0.1', 52305): Hello

Result:-

The message hello is successfully
received by the server.

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