

(b) Implement chat client Server using TCP/UOP Sockets.

Algorithm

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

sleep.

```
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}:"
          f"\n{data.decode()}")
```

StartServer()

Output :  
UDP Server running on 127.0.0.1:12345  
Received message from ('127.0.0.1', 52345): Hello

Result:

The message hello is successfully received by the server.