Using UDP sockets, write client server program to make client sending name and server to send back the contents

client UDP.py

```
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"),(serverName, serverPort))
fileContents, serverAddress = clientSocket.recvfrom(2048)
print('\n reply from server')
print(fileContents.decode("utf-8"))
clientSocket.close()
clientSocket.close()
```

Server UDP.py

```
from socket import *
serverPort = 12000
ServerSocket= socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1",serverPort))
print("Server ready")
while 1:
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 Sent contents of ', end = ' ')
print(sentence)
file.close()
```

Output:-

The server is ready to receive

Send contents of server.py

Enter filename : Server UPP.py

Reply from Server:

```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(('127.0.0.1', serverPort))

serverSocket.sendto(bytes(1), "utf-8"), clientAddress)
file.close()
```