

UDP

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Client

```
import socket
```

```
msgfromclient = "Hello UDP Server"
```

```
bytelistosend = str.encode(msgfromclient)
```

```
ServerAddressPort = ("127.0.0.1", 2000)
```

```
buffsize = 1024
```

```
UDPclientSocket = socket.socket(socket.AF_INET,
```

```
socket.SOCK_DGRAM)
UDPclientSocket.sendto (bytelistosend, ServerAddressPort)
```

```
msgfromServer = UDPclientSocket.recvfrom(buffsize)
```

```
msg = "Message from Server {}".format
```

```
(msgfromServer[0])
```

```
print(msg)
```


Server

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import socket

localIP = "127.0.0.1"

localPort = 20001

bufferSize = 1024

msgFromServer = "Hello UDP client"

bytesToSend = str.encode(msgFromServer)

UDPServerSocket = socket.socket(socket.AF_INET,
socket.SOCK_DGRAM)

UDPServerSocket.bind((localIP, localPort))

print("UDP Server up and listening")

while True:

bytesAddressPair = UDPServerSocket.recvfrom(bufferSize)

msg = bytesAddressPair[0]

addr = bytesAddressPair[1]

clientMsg = "Message from client: {}".format(msg)

clientIP = "Client IP address: {}".format(addr)

Print (clientmsg)

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Print (clientIP)

Use Java Socket. Send to (localhost, address)