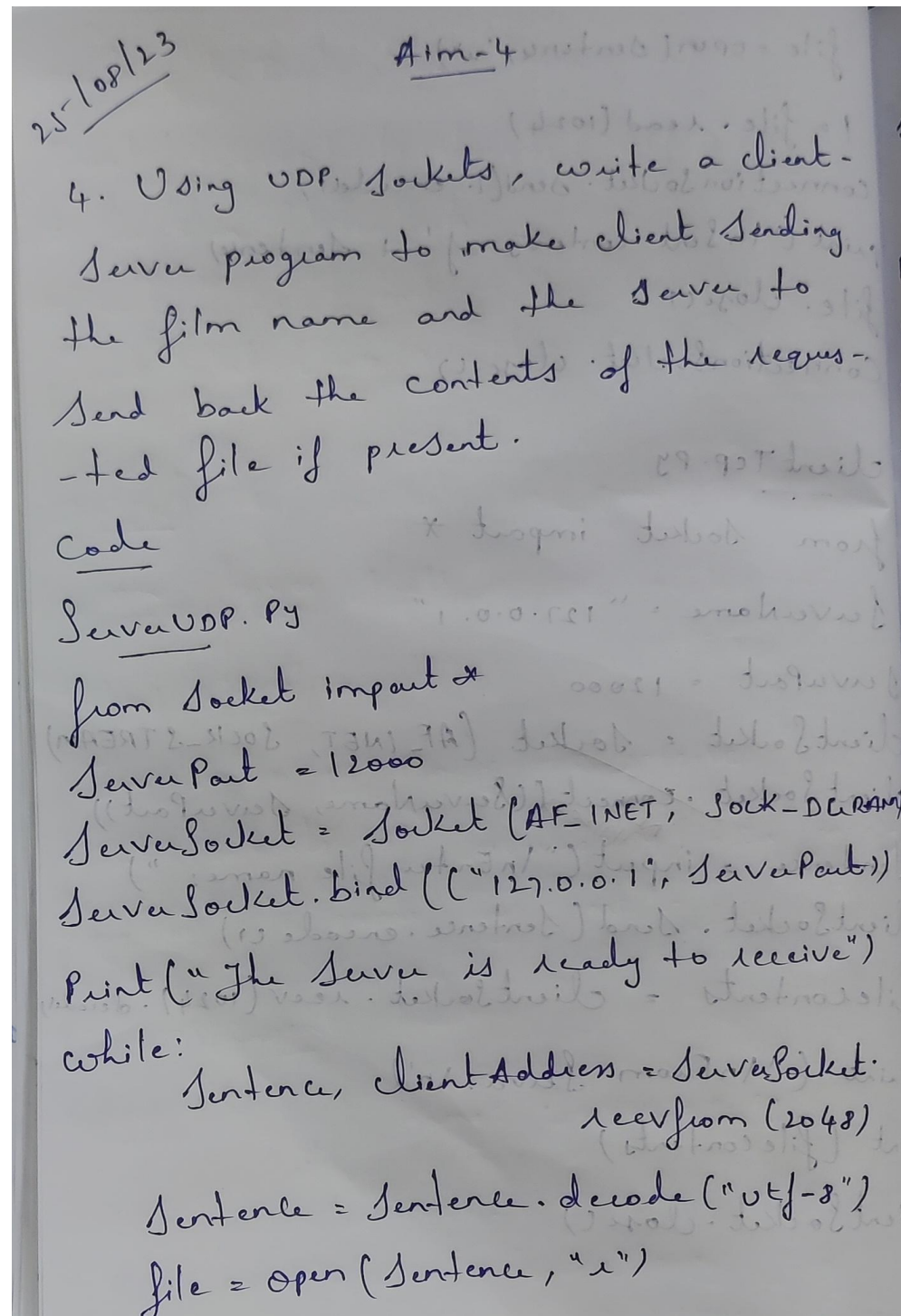# Aim-16

16. Using UDP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.

Code:

25/08/23

Aim-4

4. Using UDP Sockets, write a client-server program to make client sending the film name and the server to send back the contents of the requested file if present.

Code

ServerUDP. Py

```
from Socket import *
ServerPort = 12000
ServerSocket = Socket (AF_INET, Sock_DGRAM)
ServerSocket.bind (("127.0.0.1", ServerPort))
Print ("The Server is ready to receive")
while:
    Sentence, client Address = ServerSocket.
                               recvfrom (2048)
    Sentence = Sentence.decode ("utf-8")
    file = open (Sentence, "r")
```

```python
con = file.read(2048)
ServerSocket.Sendto(bytes(con, "utf-8"),
                                        clientAddress)

print("\nSent contents of ", end="")
print(sentence)
# for i in Sentence:
# Print (str(i), end=' ')
file.close()
```

clientUDP.py

```python
from Import
from socket import *
ServerName = "127.0.0.1"
ServerPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
Sentence = input("\n Enter file name: "),
clientSocket.Sendto(bytes(Sentence, "utf-8"),
                                (ServerName, serverPort))

filecontents, ServerAddress = clientSocket.recv
                                    from(2048)
```

```
print ('\n Reply from Sever :\n')
Print (filecontents. decode ("utf-8"))
# for i in filecontents:
# Print (str(i), end = ' ')
client Socket. close()
```

Output

from Sever Shell

Enter filet N.

The Sever is ready to receive

Sent contents of "Severudp.py (after Sending
entering the file name by client):

from client Shell

Enter the file name: Severudp. py

Reply from Sever:

(the contents of Severudp.py will be
displayed / shown as per request).

Output:

IDLE Shell 3.10.5

```
Python 3.10.5 (tags/v3.10.5:f377153, Jun  6 2022, 16:14:13) [MSC v.1929 64 bit (AMD64)]
on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
= RESTART: D:\even-sem-re-registration-2023\computer networks\socket_udp_tcp\clientUdp.p
y

Enter file name:  serverUdp.py

Reply from Server:

from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort))
print ("The server is ready to receive")
while 1:
    sentence, clientAddress = serverSocket.recvfrom(2048)
    sentence = sentence.decode("utf-8")
    file=open(sentence,"r")
    con=file.read(2048)
```

clientUdp.py - D:\even-sem-re-registration-2023\computer networks\socket_udp_tcp\clientUdp.py (3.10.5)

```python
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("\nEnter file name:  ")
clientSocket.sendto(bytes(sentence,"utf-8"),(serverName, serverPort))
filecontents,serverAddress = clientSocket.recvfrom(2048)
print ('\nReply from Server:\n')
print (filecontents.decode("utf-8"))
# for i in filecontents:
# print(str(i), end = '')
clientSocket.close()
clientSocket.close()
```

serverUdp.py - D:\even-sem-re-registration-2023\computer networks\socket_udp_tcp\serverUdp.py (3.10.5)

```python
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort))
print ("The server is ready to receive")
while 1:
    sentence, clientAddress = serverSocket.recvfrom(2048)
    sentence = sentence.decode("utf-8")
    file=open(sentence,"r")
    con=file.read(2048)
    serverSocket.sendto(bytes(con,"utf-8"),clientAddress)
    print ('\nSent contents of ', end = ' ')
    print (sentence)
    # for i in sentence:
    # print (str(i), end = '')
    file.close()
```

IDLE Shell 3.10.5

```
Python 3.10.5 (tags/v3.10.5:f377153, Jun  6 2022, 16:14:13) [MSC v.1929 64 bit (AMD64)]
on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
= RESTART: D:\even-sem-re-registration-2023\computer networks\socket_udp_tcp\serverUdp.p
y
The server is ready to receive

Sent contents of  serverUdp.py
```