Solution: Write a UDP Chat App!

We'll cover the following

Client

The client program uses a `while` loop to keep the conversation with the server alive. Furthermore, it uses `connect()` to ensure that only one server is connected to, and only replies from that server are received.

```
import argparse, socket

MAX_SIZE_BYTES = 65535 # Mazim

def client(port):
    s = socket.socket(socket.A
    host = '127.0.0.1'
    while True:
        s.connect((host, port))
        message = input('Input
        data = message.encode(
        s.send(data)
        data = s.recv(MAX_SIZE_
        text = data.decode('as
        print('The server repli
```

Server

```
import argparse, socket

MAX_SIZE_BYTES = 65535 # Mazim

def server(port):
    s = socket.socket(socket.A
    hostname = '127.0.0.1'
    s.bind((hostname, port))
```

```
    print('Listening at {}'.fo
    while True:
        data, clientAddress = 
        message = data.decode(
        print('The client at {
        msg_to_send = input('I
        data = msg_to_send.enc
        s.sendto(data, clientA
```

Great! Let's look at how server and client programs can be written to run on TCP in Python3 in the next lesson!