Running The UDP Server & Client Together

We've spent the last few lessons writing code for a very basic client and a server. Let's see these in action in this lesson!

We'll cover the following

- Connecting the Two

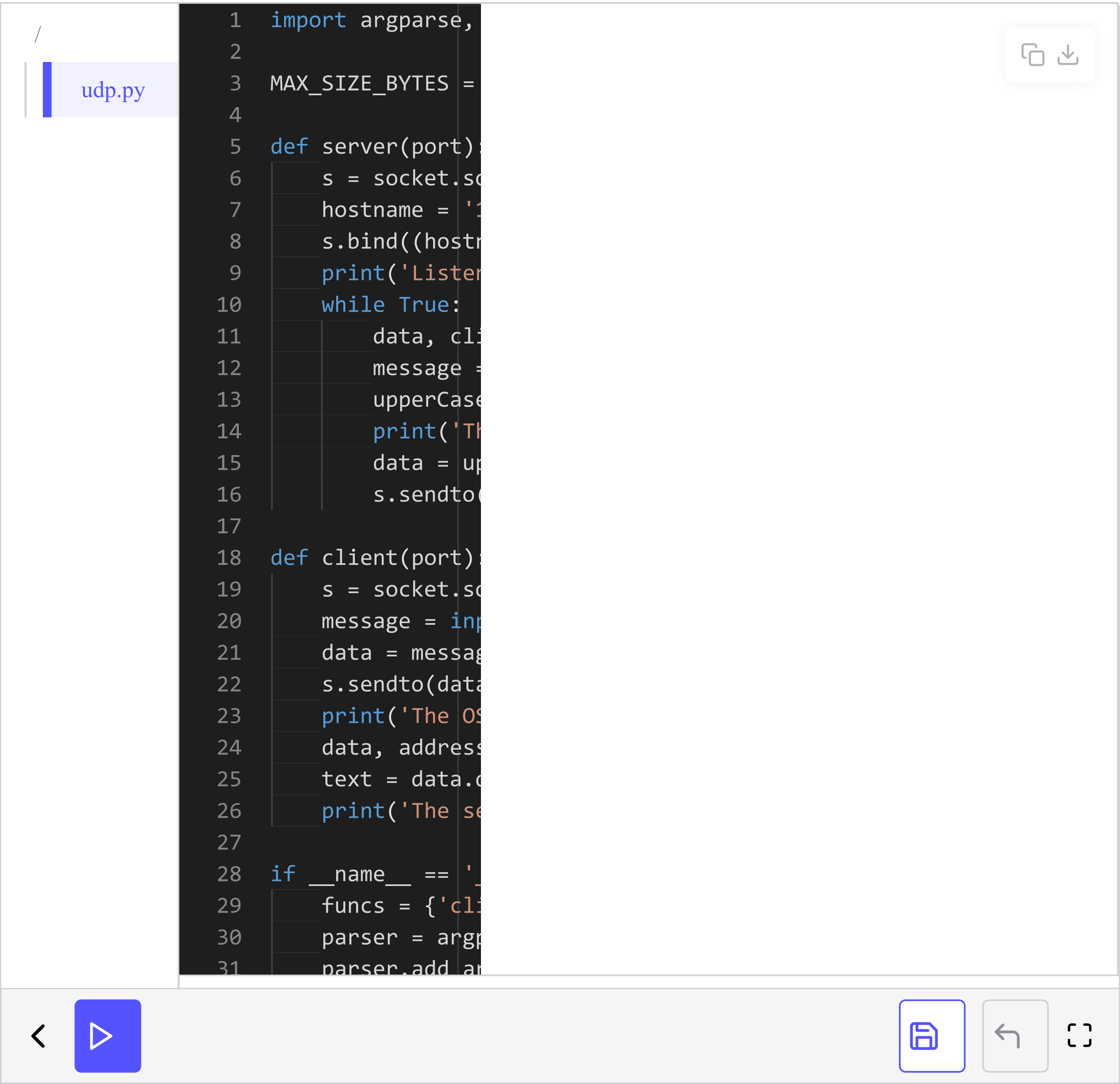
Connecting the Two

We'll run both together in one file called `udp.py` instead of running them separately. We've written some python code in the main function that allows you to specify which function you want the code to run, the `server` or the `client`.

To run the code, you would need to follow these steps:

1. Type your code and when you are ready to run the program, click on **Run**. The server code should start up automatically.
2. Open another terminal by clicking on +
3. Type the command `python3 /usercode/udp.py client` Note that it can be `server` in place of `client`.
4. Enter the text in the client window and see the effect.
5. If the program is not running to your satisfaction:
    1. Kill the running server program by typing the break sequence `ctrl+c` or `command+c` in both of the terminal windows.
    2. Change the code
    3. Click on **Run**.
    4. Type command `python3 /usercode/udp.py server` and `python3 /usercode/udp.py client` in the first and second terminal window, respectively. Go back to step 4.

> Every time you make a change to the code you must click **run** for the changes to take effect.



```
import argparse,

MAX_SIZE_BYTES =

def server(port):
    s = socket.so
    hostname = '1
    s.bind((hostn
    print('Lister
    while True:
        data, cli
        message =
        upperCase
        print('Th
        data = up
        s.sendto(

def client(port):
    s = socket.so
    message = inp
    data = messag
    s.sendto(data
    print('The OS
    data, address
    text = data.d
    print('The se

if __name__ == '_
    funcs = {'cli
    parser = argp
    parser.add_ar
```

In the next lesson, we’re going to look at some possible improvements to our current UDP program.