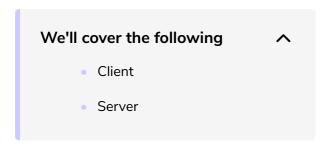
Solution: Write a UDP Chat App!



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 # Mazimu
   def client(port):
        s = socket.socket.A
        host = '127.0.0.1'
        while True:
            s.connect((host, port)
10
           message = input('Input
11
            data = message.encode(
12
            s.send(data)
            data = s.recv(MAX SIZE
13
14
            text = data.decode('as
15
            print('The server repl
```

Server

```
import argparse, socket

MAX_SIZE_BYTES = 65535 # Mazimu

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

```
print('Listening at {}'.for
while True:
    data, clientAddress = s
message = data.decode(
    print('The client at {
    msg_to_send = input('In
    data = msg_to_send.enco
    s.sendto(data, clientAd
```

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