AIM:- Uping UDP pockers, write a client
server program to make client
sending the file name and the
server to send back the contents
of requested file if present

client.py

```
from socket import *
sname = '127.0.0.13' ; sport = 12000
cpock = socket(AF_INET, SOCK_DGRAM);
msg = input("\n enter file name") .
cpock.send to (bytes(msg,"utf-8"),(sname,
sport))

fcont, padd = cpock.recrfrom(2048)
print(file cont.decode("utf-8"))
cpock.close()
```

server.py

```
from soket import *
sname = '127.0.0.1' ; sport = 12000
ssock = socket(AF_INET, SOCK_DGRAM);
ssock.bind(("127.0.0.1", sport))
print("ready to listen");
while 1:
        msg, cadd = ssock.recrfrom(2048)
        msg = msg.decode("utf-8")
        file = open(msg, "r")
        l = file.read(2048)
        ssock.send to (bytes(l, "utf-8"),
        cadd)
        print(msg)
        file.close()
```