

Lab 10

Using UDP sockets write client server program to make client sending filename and server to send back content of requested file if present.

```
from socket import *
```

```
Server Name = '127.0.0.1'
```

```
Server port = 12000
```

```
clientSocket = socket(AF_INET, SOCK_DGRAM)
```

```
sentence = input("Enter file name")
```

```
clientSocket.sendto(bytes(sentence, "UTF-8"),  
                    (servername, serverport))
```

```
filecontents, serveraddress = clientSocket.recvfrom(2048)
```

```
print("Reply from server")
```

```
print("File contents: ", filecontents.decode("utf-8"))
```

```
clientSocket.close()
```

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```

```
from socket import *
```

```
Server port = 12000
```

```
serverSocket = socket(AF_INET, SOCK_DGRAM)
```

```
serverSocket.bind(('127.0.0.1', serverport))
```

```
print("Server is ready to receive")
```

```
while 1:
```

```
    sentence, clientaddress = serverSocket.recvfrom(2048)
```

```
    sentence = sentence.decode("utf-8")
```

```
    file = open(sentence, 'r')
```

```
L = file.read(2048)
```

```
Server socket . sendto (bytes (L, "utf-8"), client address)
```

```
print ( '\n sent content of " , end : ' )
```

```
print (sentence)
```

```
file.close()
```

Output

Enter filename: file.txt

Reply from server:

~~from~~ This is a file.