Lab 10

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

```python
from Socket import *

Server name = '127.0.0.1'

Server port = 12000

clientSocket = Socket(AF_INET, SOCk_DGRAM)
sentence = input("Enter file name)
clientSocket.send to(Bytes(sentence, "UTF-8"),
     (servername, server port))
filecontents, serveraddress = client Socket.recu from(2048)
print("Reply from server)
print("File contents.decode("utf-8"))
client socket.close()
client.socket.close()


from socket import *

server port = 12000
server Socket = socket(AF_INET, SOCk_DGRAM)
server Socket.bind("127.0.0.1', serverport))
print("Server is ready to recieve")

while 1:
    sentence, clientaddres = serversocket.recufrom(2048)
    sentence = sentence.decode("utf-8")
    file = open(sentence, 'r')
```

```python
l = file.read(2048)
serversocket.sendto(bytes(l, "utf-8"), clientaddress)
print("\n sent content of", end=' ')
print(sentence)
file.close()
```
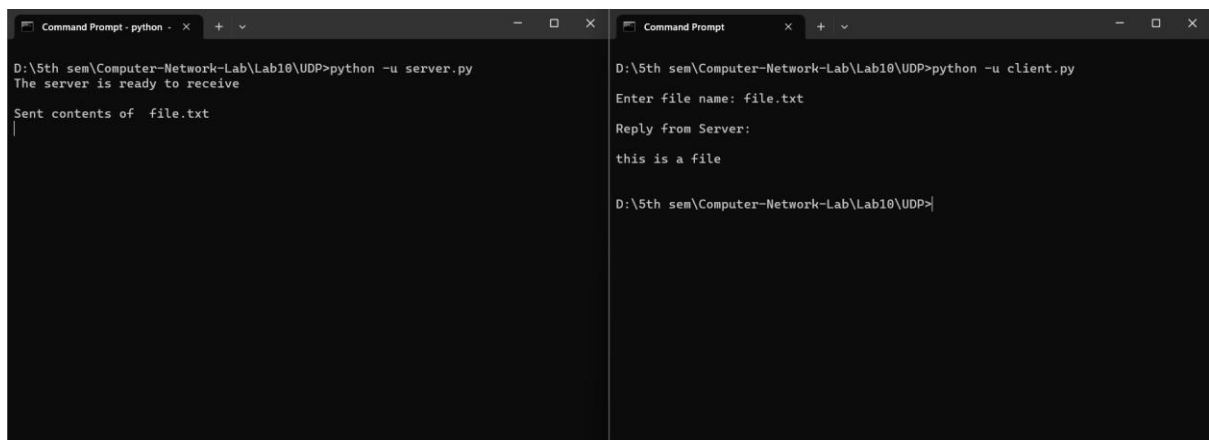
Output

Enter filename: file.txt

Reply from server:

~~from~~ This is a file.

```
D:\5th sem\Computer-Network-Lab\Lab10\UDP>python -u server.py
The server is ready to receive

Sent contents of  file.txt
```

```
D:\5th sem\Computer-Network-Lab\Lab10\UDP>python -u client.py

Enter file name: file.txt

Reply from Server:

this is a file


D:\5th sem\Computer-Network-Lab\Lab10\UDP>
```