```java
/* Write a program on datagram socket for client/server to display the
messages on client side, typed at the server side. */

import java.io.*;
import java.net.*;
class UDPServer
{
     public static DatagramSocket ds;
     public static byte buffer[]=new byte[1024];
     public static int clientport=2020,serverport=2025;

     public static void main(String args[])throws Exception
     {
          ds=new DatagramSocket(clientport);
          System.out.println("press ctrl+c to quit the program");
          BufferedReader dis=new BufferedReader(new
InputStreamReader(System.in));
          InetAddress ia=InetAddress.getLocalHost();

          while(true)
          {
               DatagramPacket p=new
DatagramPacket(buffer,buffer.length);
               ds.receive(p);
               String psx=new String(p.getData(),0,p.getLength());
               System.out.println("Client:" + psx);
               System.out.println("Server:");
               String str=dis.readLine();
               if(str.equals("end"))
                    break;
               buffer=str.getBytes();
               ds.send(new
DatagramPacket(buffer,str.length(),ia,serverport));

          }//end of while loop

     }//end of main method

}//end of UDPServer class
```