UDP *TEXT TRANSFER*

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SERVER:-
import socket
server socket = socket.socket(socket.AF INET, socket.SOCK DGRAM)
server IP = 'localhost'
PORT_NO = 5600
server socket.bind((server IP, PORT NO))
print("Waiting for Connection...")
while True:
  message, addr = server_socket.recvfrom(1024)
  message = message.decode('utf-8')
  if message.lower() == 'bye':
    print("\nExiting the connection")
    break
  print(f"Client ({addr}):", message)
  response = input("YOU = ")
  server socket.sendto(response.encode('utf-8'), addr)
server socket.close()
CLIENT:-
import socket
client socket = socket.socket(socket.AF INET, socket.SOCK DGRAM)
server IP = 'localhost'
PORT NO = 5600
print("Connected to the server...")
while True:
  message = input("YOU = ")
  client socket.sendto(message.encode('utf-8'), (server IP, PORT NO))
  if message.lower() == 'bye':
    print("\nExiting the connection")
    break
  response, addr = client socket.recvfrom(1024)
  print("Server:", response.decode('utf-8'))
client socket.close()
```

OUTPUT:-

SERVER:-

PS C:\Users\manis\OneDrive\Desktop\TE\CNS> python .\Server_UDP.py Waiting for Connection...

Client (('127.0.0.1', 5600)): Hello, Server!

YOU = Hello, Client!

Client (('127.0.0.1', 5600)): How are you?

YOU = I am fine, thank you!

Client (('127.0.0.1', 5600)): bye

Exiting the connection

CLIENT:-

PS C:\Users\manis\OneDrive\Desktop\TE\CNS> python .\Client_UDP.py Connected to the server...
YOU = Hello, Server!
Server: Hello, Client!
YOU = How are you?
Server: I am fine, thank you!

YOU = bye

Exiting the connection