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Using UDP sockets, write a client-server program to make client sending the file name & server to send back the contents of requested file if present.

server.py (UDP)

```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort))
print("server is ready to recieve")
while 1:
    sentence, clientAddress = serverSocket.recvfrom
                                                (2048)
    sentence = sentence.decode("utf-8")
    file = open(sentence, "r")
    con = file.read(2048)
    serverSocket.sendto(bytes(con, "utf-8"),
                                clientAddress)
    print('\n sent content of', end=' ')
    print(sentence)
#   for i in sentence:
    #   print(str(i), end="")
    file.close()
```

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clientUDP.py

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("\n enter file name:")
clientSocket.sendto(bytes(sentence, "utf-8"),
                    (serverName, serverPort))
filecontents, serverAddress = clientSocket.
                              recvfrom(2048)
print('\n Reply from Server:\n')
print(filecontents.decode("utf-8"))
# for i in filecontents:
    # print(str(i), end="")
clientSocket.close()
clientSocket.close()
```

- OUTPUT -

1) Server is ready to recieve
   Sent contents of serverUDP.py

2) enter file name: serverUDP.py
   (contents of serverUDP.py O/P)