

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

Client UDP.py

```
from socket import *
serverName = "127.0.0.1"
serverPort = 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('From Server:', fileContents)
clientSocket.close()
```

Server UDP.py

```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort))
print("The Server is ready to receive")
while 1:
    sentence, clientAddress = serverSocket.recvfrom(2048)
    file = open(sentence, "r")
    l = file.read(2048)
    serverSocket.sendto(bytes(l, "utf-8"), clientAddress)
    print("sent back to client", l)
    file.close()
```