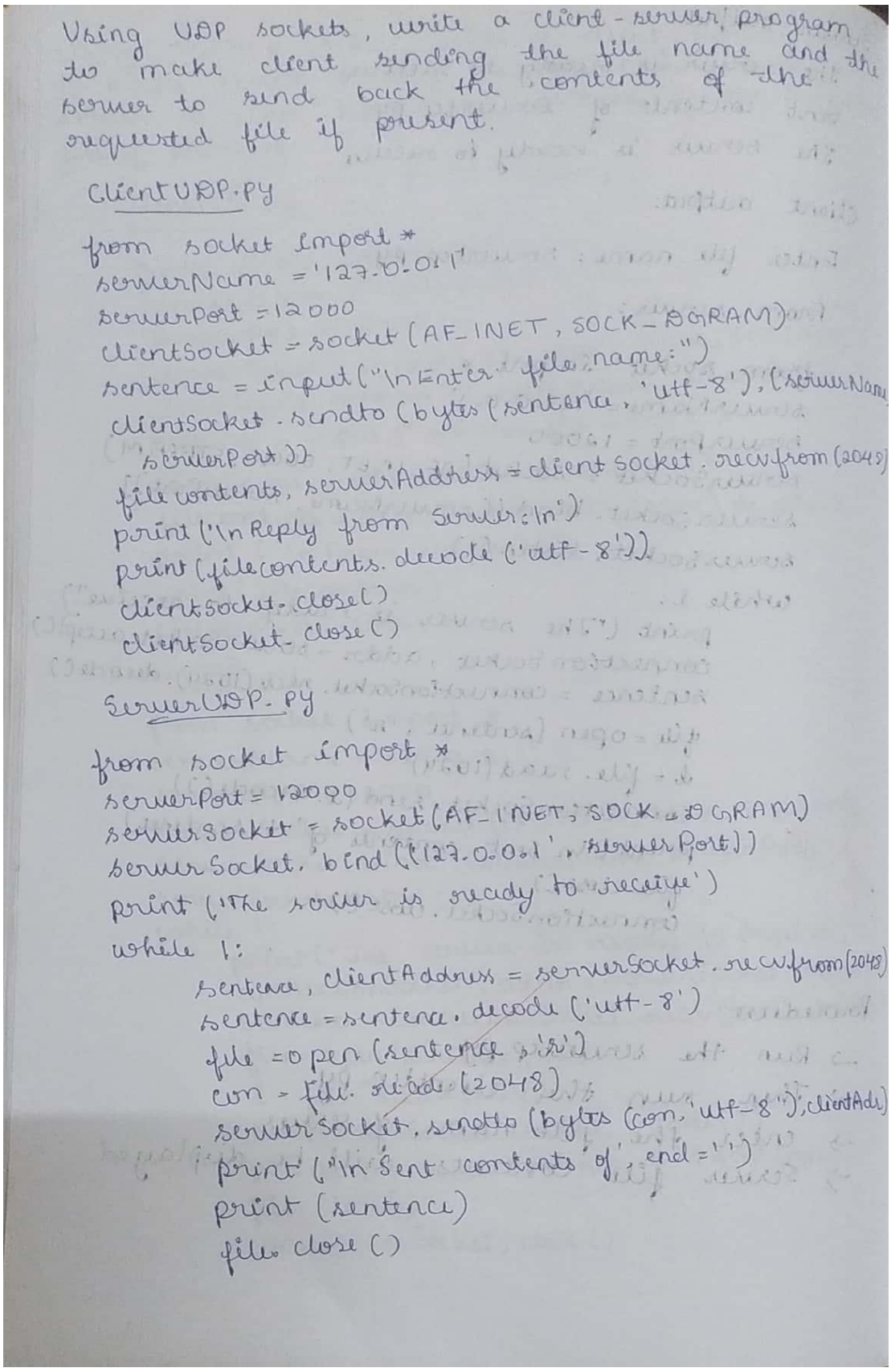
Using UDP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.



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.

ClientUDP.py

```
from socket import *
serverName = '127.0.0.1'
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("\nEnter file name:")
clientSocket.sendto(bytes(sentence, 'utf-8'),(serverName,
    serverPort))
fileContents, serverAddress = clientSocket.recvfrom(2048)
print('\nReply from Server:\n')
print(fileContents.decode('utf-8'))
clientSocket.close()
clientSocket.close()
```

ServerUDP.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)
    sentence = sentence.decode('utf-8')
    file = open(sentence, 'r')
    con = file.read(2048)
    serverSocket.sendto(bytes(con,'utf-8'),clientAdd)
    print('\nSent contents of', end = ' ')
    print(sentence)
    file.close()
```

Server output:

The server is ready to receive
Sent contents of serverudp.py

Client output:

Enter file name : serverudp.py

Reply from Server:

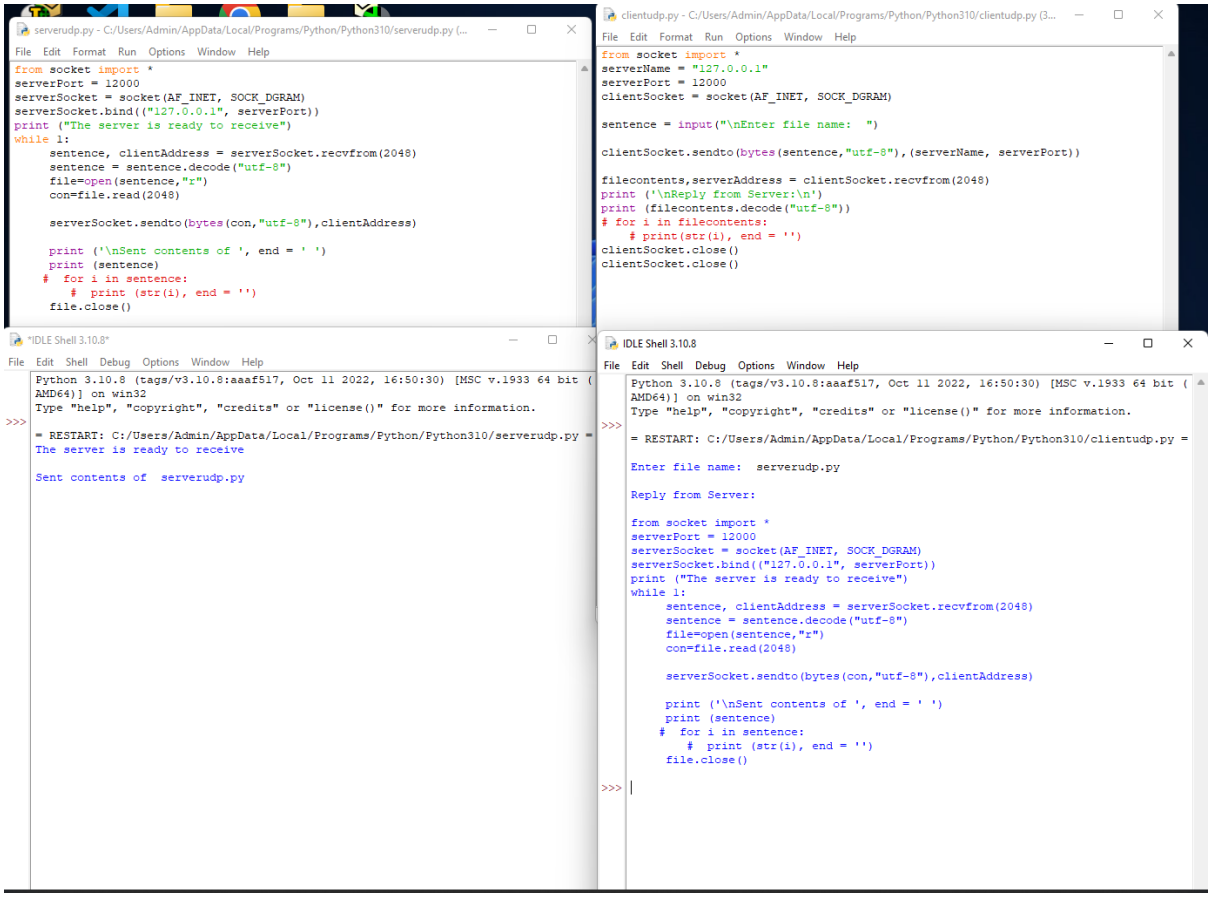
contents of serverudp.py

Procedure:

→ Run the serverudp.py
→ Then run the clientudp.py
→ Enter the server file name
→ Server file contents will be displayed.

9/9

Output:


serverudp.py - C:/Users/Admin/AppData/Local/Programs/Python/Python310/serverudp.py (...
File Edit Format Run Options Window Help
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)
sentence = sentence.decode("utf-8")
file=open(sentence,"r")
con=file.read(2048)
serverSocket.sendto(bytes(con,"utf-8"),clientAddress)
print ('\nSent contents of ', end = ' ')
print (sentence)
# for i in sentence:
# print (str(i), end = '')
file.close()
clientudp.py - C:/Users/Admin/AppData/Local/Programs/Python/Python310/clientudp.py (3...
File Edit Format Run Options Window Help
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("\nEnter file name: ")
clientSocket.sendto(bytes(sentence,"utf-8"),(serverName, serverPort))
filecontents,serverAddress = clientSocket.recvfrom(2048)
print ('\nReply from Server:\n')
print (filecontents.decode("utf-8"))
# for i in filecontents:
# print(str(i), end = '')
clientSocket.close()
clientSocket.close()
IDLE Shell 3.10.8
File Edit Shell Debug Options Window Help
Python 3.10.8 (tags/v3.10.8:aaaf517, Oct 11 2022, 16:50:30) [MSC v.1933 64 bit (
AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
= RESTART: C:/Users/Admin/AppData/Local/Programs/Python/Python310/serverudp.py =
The server is ready to receive
Sent contents of serverudp.py
IDLE Shell 3.10.8
File Edit Shell Debug Options Window Help
Python 3.10.8 (tags/v3.10.8:aaaf517, Oct 11 2022, 16:50:30) [MSC v.1933 64 bit (
AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
= RESTART: C:/Users/Admin/AppData/Local/Programs/Python/Python310/clientudp.py =
Enter file name: serverudp.py
Reply from Server:
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)
sentence = sentence.decode("utf-8")
file=open(sentence,"r")
con=file.read(2048)
serverSocket.sendto(bytes(con,"utf-8"),clientAddress)
print ('\nSent contents of ', end = ' ')
print (sentence)
# for i in sentence:
# print (str(i), end = '')
file.close()
>>>