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LAB 10 : Socket program TCP and UDP

1) Client.py

```
From  Socket import *
ServerName = "127.0.0.1"
ServerPort = 12000
ClientSocket = socket (AF_INET, SOCK_STREAM)
ClientSocket.connect ((serverName, serverPort))
sentence = input ('enter File Name')
ClientSocket.send (sentence.encode ())
filecontents = clientSocket.recv (1024).decode()
print ('From Server:', Filecontents)
clientSocket.close ()
```

Server.py

```
from  Socket import *
ServerName = "127.0.0.1"
serverPort = 12000
serverSocket = socket (AF_INET, SOCK_STREAM)
server Socket.blind ((serverName, ServerPort))
Server Socket.listen (1)
printf ("The server is Ready to Recieve")
while 1:
connectionSocket, addr = server Socket.accept ()
sentence = connectionSocket.recv (1024).decode()
file = open (sentence, "r")
l.file.read (1024)
ConnectionSocket.send (l.encode ())
file.close ()
connection Socket.close()
```


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02) UDP Socket

ClientUDP.py

```
from Socket import *
ServerName = "127.0.0.1"
ServerPort = 12000
clientSocket = socket (AF_INET, SOCK_DGRAM)
sentence = input ("Enter File Name:")
clientSocket.sendto (byte (sentence, "utf-8"), (ServerName,
                                                ServerPort))
filecontents, serverAddress = clientSocket.recvfrom (2048)
print ("From Server:", filecontents)
clientSocket.close()
```

ServerUDP.py

```
from socket import *
serverPort = 12000
serverSocket = socket (AF_INET, SOCK_DGRAM)
serverSocket.blind ("127.0.0.1", serverPort))
print ("Server Ready to Recieve")
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()
```