**Program-UDP SOCKETS**

Aim of the program:

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.

Code:

**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"))

# for i in filecontents:

#     print(str(i), end='')

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"), clientAddress)

    print('\nSent contents of ', end=' ')

    print(sentence)

    # for i in sentence:

    #     print(str(i), end='')

    file.close()

OUTPUT:



