

### Program 17

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

#### Code and Output:

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47) Qim: Implement UDP

Code:

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
serverSockets = socket(AF_INET, SOCK_DGRAM)
serverSocket, bind(("127.0.0.1", serverPort))
print("The server is ready to receive")
while 1:
    sentence, clientAddress = serverSockets.recvfrom(2048)
    file = open(sentence, "rb")
    data = file.read(2048)
    serverSocket.sendto(bytes(data, "utf-8"), clientAddress)
    print("sent back to client", 1)
file.close()
```

Output:

Server side ---

The server side is read to receive.

Sent back to client: hello world

Client side ---

Enter File Name: hello.txt

from server: hello world