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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.

serverUDP.py

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET , SOCK_DGRAM)

sentence =input("\nEnter the file name:")
clientSocket.sendto(bytes(sentence , "utf-8"),(serverName,serverPort))
filecontent,serverAddress = clientSocket.recvfrom(2048)
print("\nReply from Server:\n")
print(filecontent.decode("utf=8"))
clientSocket.close()
clientSocket.close()
```

clientUDP.py

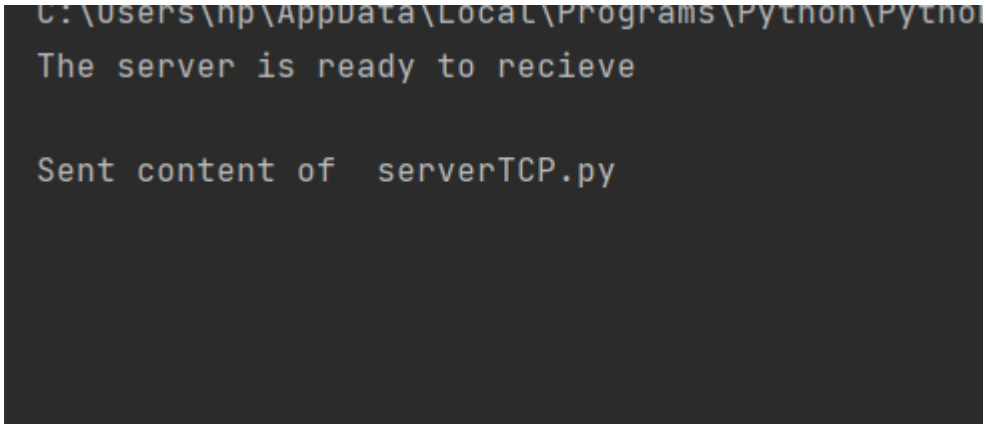
```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET , SOCK_DGRAM)
serverSocket.bind(("127.0.0.1",serverPort))
print("The server is ready to recieve")
while 1:
   sentence,clientAddress = serverSocket.recvfrom(20)
   sentence = sentence.decode("utf-8")
   file=open(sentence,'r')
   l=file.read(2048)

   serverSocket.sendto(bytes(l,"utf-8") ,clientAddress)

   print("\nSent content of " ,end=" ")
   print(sentence)
   file.close()
```

OUTPUT:

serverUDP.py



clientUDP.py

```
Enter the file name:serverTCP.py

Reply from Server:

from socket import *
serverName = "127.0.0.1"
serverPort = 12000
serverSocket = socket(AF_INET , SOCK_STREAM)
serverSocket.bind((serverName , serverPort))
serverSocket.listen(1)

while 1:
    print("The server is ready to recieve")
    connectionSocket,addr = serverSocket.accept()
    sentence = connectionSocket.recv(1024).decode()

    file=open(sentence , "r")
    l = file.read(1024)

    connectionSocket.send(l.encode())
    print("\n Send content of "+sentence)
    file.close()
    connectionSocket.close()



Process finished with exit code 0
```