Program-5

TCP - client program

```python
from socket import *

serverName = "127.0.0.1"
serverPort = 12000

clientSocket = socket(AF_INET, SOCK_STREAM)
clientSocket.connect((serverName, serverPort))

sentence = input("Enter the filename: ")
clientSocket.send(sentence.encode())
fileContents = clientSocket.recv(1024).decode()
print("From Server: ", fileContents)

clientSocket.close()
```

TCP - Server program

```python
from socket import *

serverName = "127.0.0.1"
serverPort = 12000

serverSocket = socket(AF_INET, SOCK_STREAM)
serverSocket.bind((serverName, serverPort))
serverSocket.listen(1)
print("The server is ready to receive")
```

```
while 1:
    connectionSocket, addr = serverSocket.accept()
    sentence = connectionSocket.recv(1094).decode()
    file = open(sentence, "r")
    l = file.read(1094)
    connectionSocket.send(l.encode())
    file.close()
    connectionSocket.close()
```

UDP - Client Program

```
from socket import *
serverName = "197.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("Enter file name")
clientSocket.sendto(bytes(setnce, "utf-8"),
                    (serverName, serverPort))
fileContents, addr = clientSocket.recvfrom(2048)
print('from Server:', fileContents)
clientSocket.close()
```

UDP - Server Program

```
from socket import *

serverName = "197.0.0.1"
serverPort = 12000

serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(serverName, serverPort)
```

```
print ("The server is ready to receive")
while 1:

    Sentence, client Address = Server Socket. recv from
    file = open(sentence, "r")                              (2048)
    J = file. read(2048)
    serverSocket. sendto(bytes (J, "utf-8"), client Address)
    print (" Send back to client")
file. close()
```