UDP Server-Client implementation

In UDP, the client does not form a connection with the server like in TCP and instead just sends a data-gram. Similarly, the server need not accept a connection and just waits for data-grams to arrive. Data-grams upon arrival contain the address of sender which the server uses to send data to the correct client.

#UDP Server:

1. UDP Socket.
2. Bind the socket with a port.
3. Wait until data-gram packet arrives from client.
4. Process the data-gram packet and send a reply to client

#UDP Client:

1. UDP Socket
2. Send message to server.
3. Process reply and go back to step 2, if necessary.
4. Close socket descriptor and exit.