

17/1/23

Lab 12 : UDP

Aim : Using UDP socket to 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 :

Server vdr.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")
```

```
    l = file.read(2048)
```

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

```
    print("\n Sent contents of, end = ' '")
```

```
    print(sentence)
```

```
    file.close()
```

client :

```
from socket import *
```

```
serverName = "127.0.0.1"
```



```
server Port = 12000
```

```
client socket = socket (AF_INET, SOCK_DGRAM)
```

```
sentence = input("Enter file name")
```

```
client socket . sendto (bytes (sentence, "UTF-8")  
                        (serverName, serverPort))
```

```
File contents, server Address = client socket .
```

```
recvfrom (2048)
```

```
print ("In Reply from server")
```

```
print ("File contents decode ("UTF-8"))
```

```
client socket . close()
```

```
client socket . close()
```

output :

server udp.py :

File server is ready to receive.

Sent contents of server udp.py

client udp.py