Akanksha Maddha CN - Lab-6.

1BM18CS007

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5A.

UDP Socket.

Server.py.

```
import socket
local IP = '127.0.0.1'
local Port = 85619
buffer Size = 1024
Server Msg = "Hello UDP client"
byte to send = str.encode(ServerMsg)
# create a datagram socket
UDP Server Socket = socket.Socket(Socket.AF_INET,
                                  Socket.SOCK_DGRAM).
# bind to address and IP
UDP Server Socket.bind((local IP, local Port))
print('UDP server is up & listening')
# listen for incoming datagrams
while (True):
    byte Address Pair = UPP Server Socket.recvfrom(
                                  buffersize)
    message = byte Address Pair[0]
    address = byte Address Pair[1]
    client Msg = 'message from client : {}'.format(
                                  message)
    client IP = 'client IP address : {}'.format(
                                  address)
    print(client IP)
    print(client Msg)
# sending reply to client
UDP Server Socket.sendto(byte to send, address).
```

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client side :-

```
import socket
client msg = 'Hello UDP server'
bytes to send = str.encode(client msg)
serverAddressPort ('127.0.0.1', 85619)
bufferSize = 1024

# create UDP socket at client side
UDPClientSocket = socket.socket(socket.AF_INET,
                                socket.SOCK_DGRAM)
# send to server using created UDP socket

UDPClientSocket.sendto(bytes to send, serverAddressPort)
serverMsg = UDPClientSocket.recvfrom(bufferSize)
msg = "the message from server : {}".format(serverMsg[0])
print(msg)
```

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