Concurrent Time Server application using UDP to execute the program at remote server

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1 Time Server

Implement Concurrent Time Server application using UDP to execute the program at remote server. Client sends a time request to the server, server sends its system time back to the client. Client displays the result. We have a UDP based application which sends back current system time to the server indicating that some operation has been performed at the server.

2 Server (Code)

```
import socket
import datetime
import time

sock = socket.socket(socket.AF_INET,socket.SOCK_DGRAM)
sock.bind(('127.0.0.1',3006))

while True:
        data,address = sock.recvfrom(100)
        print("Recieved Time from "+str(address)+" is "+str(data))
        if data:
                time.sleep(1)
                msg = str(datetime.datetime.now().time())[0:8]
                sent = sock.sendto(msg,address)
                print("Time Sent Back To ",address)
```

3 Client(Code)

```
import socket
import datetime
```

```
sock = socket.socket(socket.AF_INET,socket.SOCK_DGRAM)
server = ('127.0.0.1',3006)
n = 0
try:
        while n == 0:
                msg = str(datetime.datetime.now().time())[0:8]
                print("Sending Time : "+msg)
                sent = sock.sendto(msg,server)
                data,server = sock.recvfrom(20)
                print("Received Time: "+data)
                n=input("1 to exit or 0 to continue")
                if(n == 1):
                        break
finally:
        sock.close()
```