B

Program - 16.

Aim: Using UDP sockets, write a client server program to make client sending the file name and the server to send back the contents of the required file if present

Client UDP.py

```
from socket import *
server name = "127.0.0.1"
server port = 12000
client socket = Socket(AF_INET, SOCK_DGRAM)
sentence = input ("\n Enter file name");
client socket.sendto(bytes(Sentence, "utf-8");
    (Servername, serverport)).
file contents, serveraddress = clientsocket.recvfrom(2048)
        print("\n Reply from server, \n")
        print(file contents.decode("utf-8"))
  # for i in file contents
        # print (str[i], end = '')
        client socket.close()
        client socket.close()
```

Server UDP.py

```
from socket import *
    serverport = 12000
server socket = socket(AF_INET, SOCK_DGRAM)
server socket.bind(("127.0.0.1", server port)).
print("The server is ready to receive").
```

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```
while (1)
    sentence, clientaddress = serversocket.recvfrom(2048)
    sentence = sentence.decode ("Utf-8").
    file = open (sentence, "r")
    con = file.read (2048)
serversocket.sendto (bytes (con, "Utf-8") clientaddress)
print ('In sent content of ', end = '')
    print(sentence)
#for (i in sentence)
        # print (str(i), end = '').
    file.close().
```

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