Server udp

import java.io.IOException;

import java.net.DatagramPacket;

import java.net.DatagramSocket;

import java.net.InetAddress;

import java.net.SocketException;

public class udp\_server

{

public static void main(String[] args) throws IOException

{

// Step 1 : Create a socket to listen at port 1234

DatagramSocket ds = new DatagramSocket(1234);

byte[] receive = new byte[65535];

DatagramPacket DpReceive = null;

while (true)

{

// Step 2 : create a DatgramPacket to receive the data.

DpReceive = new DatagramPacket(receive, receive.length);

// Step 3 : revieve the data in byte buffer.

ds.receive(DpReceive);

System.out.println("Client:-" + data(receive));

// Exit the server if the client sends "bye"

if (data(receive).toString().equals("bye"))

{

System.out.println("Client sent bye.....EXITING");

break;

}

// Clear the buffer after every message.

receive = new byte[65535];

}

}

// A utility method to convert the byte array

// data into a string representation.

public static StringBuilder data(byte[] a)

{

if (a == null)

return null;

StringBuilder ret = new StringBuilder();

int i = 0;

while (a[i] != 0)

{

ret.append((char) a[i]);

i++;

}

return ret;

}

}

Udp client

import java.io.IOException;

import java.net.DatagramPacket;

import java.net.DatagramSocket;

import java.net.InetAddress;

import java.util.Scanner;

public class udp\_client

{

public static void main(String args[]) throws IOException

{

Scanner sc = new Scanner(System.in);

// Step 1:Create the socket object for

// carrying the data.

DatagramSocket ds = new DatagramSocket();

InetAddress ip = InetAddress.getLocalHost();

byte buf[] = null;

// loop while user not enters "bye"

while (true)

{

String inp = sc.nextLine();

// convert the String input into the byte array.

buf = inp.getBytes();

// Step 2 : Create the datagramPacket for sending

// the data.

DatagramPacket DpSend =

new DatagramPacket(buf, buf.length, ip, 1234);

// Step 3 : invoke the send call to actually send

// the data.

ds.send(DpSend);

// break the loop if user enters "bye"

if (inp.equals("bye"))

break;

}

}

}