Prog 10. Write a program on datagram socket for client/server to display the messages on client side, typed at the server side.

Soln:

```
/* Datagram Socket
Program */ UDP
Server

import
java.io.*;
import
java.net.*;
public
class
UDPServer
{

 public static void main(String[] args)
{

DatagramSoc
ket skt=null;
try
{

System.out.println("server
is started"); skt=new
DatagramSocket(6788);
byte[] buffer = new
byte[1000]; while(true)
{

DatagramPacket request = new
DatagramPacket(buffer,buffer.length); skt.receive(request);
String[] message = (new String(request.getData())).split(" ");
byte[] sendMsg= (message[1].toUpperCase()+ " from server to
client").getBytes(); DatagramPacket reply = new
DatagramPacket(sendMsg,sendMsg.length,request.getAddress(),request.getPort
()); skt.send(reply);
}

}

catch(Exception ex)
{

System.out.println(ex.getMessage());
```

```
        }

    }

}
```

UDP Client
```
import java.io.*;
import java.net.*;
public class UDPClient
{
public static void main(String[] args)
{
DatagramSocket skt; try
{
skt=new DatagramSocket(); String msg= "atme college "; byte[] b = msg.getBytes();
InetAddress host=InetAddress.getByName("127.0.0.1"); int serverSocket=6788;
DatagramPacket request =new DatagramPacket (b,b.length,host,serverSocket);
skt.send(request);
byte[] buffer =new byte[1000];
DatagramPacket reply= new DatagramPacket(buffer,buffer.length); skt.receive(reply);
System.out.println("client received:" +new String(reply.getData())); skt.close();

}
catch(Exception ex)
{
System.out.println(ex.getMessage());
}
}
}
```

Method of Executing datagram socket program
for client/server to display the messages on client side, typed at the server side.
Output1
UDPServer
first run
UDPServer program .
you will get below message that server is started.

server is started
UDPClient
Next run
UDPClient program
client received:+ from server to client