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Lab 10 (UDP)

CLIENT

```
import Socket
msg fromclient = "Hello UDP Server"
bytestosend = str.encode (msgfromclient)
ServerAddressPort = ("127.0.0.1", 2000)
buffersize = 1024
UDPClientSocket = Socket.Soket.(Socket.AF_INET,
                  Socket.Sock_DGRAM)
UDPclientSocket.Sento (bytestoSend, ServerAdd
                  Port
msg from Server = UDP client Socket.revfrom(buff
                  size)
msg = "Message from Server {}" format
                  (msg from Sever [0])
print msg
```

SERVER

```
import Server Socket
local IP = "127.0.0.1"
localPort = 20001
buffersize = 1024
msgfromServer = "Hello UDP Client"
byte to send = str.encode (msgfromSever)
UDPSeverSocket = Socket.Socket (Socket.AF-INE
                  Socket.Sock.DGRAM)
UDPSeverSocket.bind ((localIP, localPort))
print ("UDP Sever up and listening")
while True:
    bytesAddressPair = UDPSeverSocket.recvfrom
                  (buffer Size)
```

store
67

```
msg = bytesAddressPair[0]
add = bytesAddressPair[1]
clientmsg = "Message from client: {}".format(msg)
clientIP = "client IP address : {}".format(addr)

print(clientmsg)
print(clientIP)
UDPServerSocket.sendto(bytesToSend, address).
```