

Q.12. Using UDP Sockets, write a client-server program to make client sending the file name and the server to send back the contents of requested file if present.

Sol.

CLIENT-UDP.py

from socket import *

Server Name = "127.0.0.1"

server Port = 12000

clientSocket = socket(AF_INET, SOCK_DGRAM)

sentence = input("\n Enter file name: ")

clientSocket.sendto(bytes(sentence, "utf-8"), (Server Name, server Port))

filecontents, server Address = clientSocket.recvfrom(2048)

print("Reply from Server")

print(filecontents.decode('utf-8'))

clientSocket.close()

clientSocket.close()

SERVER-UDP.py

from socket import *

Server Port = 12000

serverSocket = socket(AF_INET, SOCK_DGRAM)

serverSocket.bind(('127.0.0.1', server Port))

print("The server is ready to receive")

while 1:

sentence, client Address = serverSocket.recvfrom(2048)

sentence = sentence.decode('utf-8')

file = open(sentence, "r")

con = file.read(2048)

server Socket. send to (bytes (con, 'utf-8'),
client Address)

print('An Sent contents of "?? end = "??")
print (Sentence)
file.close()

Output

Client Side : (of "??")
Enter file name: Server UDP.py
Reply from Server : "

Server Side : 52-9 (0 = m) 52-9, 0 = 0

The server is ready to receive

Sent contents of Server UDP.py

The server is ready to receive.

✓
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