Aim: Program to simulate UDP server client

**Code:**

**UDPserver.java** package udp; import java.net.\*; import java.util.\*; public class client {

public static void main(String[] args) throws Exception { Scanner sc=new Scanner(System.in); DatagramSocket client = new DatagramSocket();

InetAddress add = InetAddress.getByName("localhost"); System.out.println("Enter your Name");

String str = sc.next(); byte[] buf = str.getBytes();

DatagramPacket p = new DatagramPacket(buf,buf.length,add,3501); client.send(p);

}

}

**UDPclient.java** package udp; import java.net.\*;

public class udpserver {

public static void main(String[] args) throws Exception { DatagramSocket server = new DatagramSocket(3501); byte[] buf = new byte[256];

DatagramPacket packet = new DatagramPacket(buf,buf.length); server.receive(packet);

String response = new String(packet.getData()); System.out.println("Hello, How are you: "+response); server.close();

}

}

**Output:**







