

UDP Client v1.0

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What it is: UDP Client

What it does:

- 1) Creates a Socket with certain parameters
- 2) Sends a Message inserted by the User at the Terminal
- 3) Receives a Message (Server Reply) and prints it to the terminal

1 - Imports and Parameters

```
In [ ]: import socket

#-----
#Connection Parameters:
port = 54321
serverAddressPort = ("127.0.0.1", port)
bufferSize = 1024
#-----
print("Type the message you want to send to the UDP Server: ")
msgFromClient = input(" > ")
bytesToSend = str.encode(msgFromClient) #Encode Message to Bytes
```

2 - Create Socket and Assign Port and Address

```
In [ ]: # Create a UDP socket at client side
UDPClientSocket = socket.socket(family=socket.AF_INET, type=socket.SOCK_DGRAM)
```

3 - Send Message to Server

```
In [ ]: # Send to server using created UDP socket
print("Sending message to Server...")
UDPClientSocket.sendto(bytesToSend, serverAddressPort)
print("Message sent.")
```

4 - Wait for Reply

```
In [ ]: # Waits for Server's REPLY:
print("Waiting for Server's REPLY...")
msgFromServer = UDPClientSocket.recvfrom(bufferSize)
```

5 - Print received message

```
In [ ]: #Display Received Message:
msg = "Message from Server {}".format(msgFromServer[0])
print(msg)
```