

UDP Client v2.0

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Version: 2.0

What it is: UDP Client

What it does:

- 1) Creates a Socket with certain parameters
- 2) Sends a Message to the Server (v1.0)
- 3) Waits for the Server's Reply
- 4) repeat n. times 2

OBS: The cycle ends after the Message #100

1 - Imports and Parameters

```
In [3]: import socket
import time
delay = 5
count = 0

#-----
#Connection Parameters:
port = 54321
serverAddressPort = ("127.0.0.1", port)
bufferSize = 1024
```

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 - Functions

3.1 - Send Message Function

```
In [ ]: def sendMessage(count):
    msgFromClient = "This is the Message #" + str(count)
    bytesToSend = str.encode(msgFromClient) #Encode Message to Bytes

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

3.2 - Receive Reply Function

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

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

4 - Keep sending the same Message with a certain delay

```
In [ ]: while (count <= 100):
    sendMessage(count)
    count += 1
    receiveReply()
    time.sleep(delay)
```