Multi User-UDP

Input :

server_multi_udp.py

```
import random
from socket import *
from threading import Thread, Lock
client_info = {}
def listener(serverSocket):
	global client_info
	global recv_msg
	global name
	while flag:
		#print "started"
		recv_msg, address = serverSocket.recvfrom(1024)
		#print bool(client_info)
		if bool(client_info):
			if address in client_info.keys():
				msg = "\t\t"+client_info[address]+":"+recv_msg
				print msg
				for addr in client_info:
					'''Send data using sendto to addr'''
					serverSocket.sendto(msg,address)

			else:
				client_info[address] = recv_msg
				msg = "\n"+str(client_info[address])+" is online"
				print msg
				for addr in client_info:
					'''Send data using sendto to addr'''
					serverSocket.sendto(msg,address)
		else:
			client_info[address] = recv_msg
			msg = "\n"+str(client_info[address])+" is online"
			print msg
			for addr in client_info:
				'''Send data using sendto to addr'''
				serverSocket.sendto(msg,address)
flag = True
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(('', 5500))
#recv_msg, address = serverSocket.recvfrom(1024)
#client_addr = str(address[0])
```

```
#print recv_msg + "is connected from IP:"+str(address[0])+" and Port:"+str(address[1])+"\n"
#name = recv_msg
# Start channel receiver thread
listener=Thread(target=listener,args=(serverSocket,))
listener.daemon=True
listener.start()
'''Create a thread and call listener'''
print "Server Started Listening.."
while flag:
        send_msg = raw_input()

        if send_msg == '*quit*':
                flag = False
                serverSocket.sendto(send_msg, address)
        else:
                serverSocket.sendto(send_msg, address)
```

client_multi_udp.py

```
from socket import *
import time
from threading import Thread, Lock
def receiver(clientSocket):
        global recv_msg
        while flag:
                '''receive data from server'''
                recv_msg,address=clientSocket.recvfrom(1024)
                print "\t\t"+recv_msg
flag = True
clientSocket = socket(AF_INET, SOCK_DGRAM)
addr = ('172.19.229.227', 5500)
name = str(raw_input("Enter Your Name:"))
'''Send name to client'''
clientSocket.sendto(name,addr)
#try:
# Start channel receiver thread
recv_thread = Thread(target=receiver, args=(clientSocket,))
recv_thread.daemon = True
recv_thread.start()

recv_msg = 'NUll'

while recv_msg != '*quit*':
```

```
send_msg = raw_input()
if send_msg == '*quit*':
        "'Send the data'"
        clientSocket.sendto(send_msg,addr)
        flag = False
        recv_thread.stop()
else:
        "'Send the data'"
        clientSocket.sendto(send_msg,addr)
```

Output :