

UDP Server

import socket

ServerName = '127.0.0.1'

ServerPort = 12345

server_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)

server_socket.bind((ServerName, ServerPort))

server_socket.listen(5)

while True:

print("The server is waiting for connection")

client_socket, addr = server_socket.accept()

print("The client has been connected from", addr)

while True:

data = client_socket.recv(1024)

if not data or data.decode('utf-8') == "end":

break

print("Received from client: ", data)

UDP client

import socket

ServerName = '127.0.0.1'

ServerPort = 12345

client_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)

client_socket.connect((ServerName, ServerPort))

Payload : 'Hello TCP Server!'

to g:

while True:

client_socket.send(payload.encode('utf-8'))

data = client_socket.recv(1024)

print(str(data))

more = input('Do you wish to send more data to the server? \n')

if more.lower() == 'y':

Payload = input('Enter the payload \n')

else:

break

except KeyboardInterrupt:

print("User End \n")

client_socket.close()

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