12 • UDP

Using UDP socket, write client server program to make client sending name and server to send back the contents

Client UDP.py

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentance = input("\nEnter file name: ")
clientSocket.sendto(bytes(sentance, "utf-8"),
                    (serverName, serverPort))
filecontents, serverAddress = clientSocket.recvfrom(2048)
print("\nReply from Server:\n")
print(filecontents.decode("utf-8"))
clientSocket.close()
clientSocket.close()
```

Server UDP.py

```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort))
Print("Server is ready to receive")
while 1:
    sentance, clientAddress = serverSocket.recvfrom(2048)
    sentance = sentance.decode("utf-8")
    file = open(sentance, "r")
```

```
l = file.read(2048)
serverSocket.sendto(bytes(l, "utf-8"), clientAddress)
print('\n Sent contents of ', end = ' ')
print(sentance)
file.close()
```

Output :-

```
The server is ready to receive
Send contents of server.py
```

```
Enter filename : ServerUDP.py
Reply from Server:
```

```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(('127.0.0.1', serverPort))
print("The server is Ready to receive")
while 1:
    sentance, clientAddress = serverSocket.recvfrom(2048)
    sentance = sentance.decode("utf-8")
    file = open(sentance, "r")
    l = file.read(2048)
    serverSocket.sendto(bytes(l, "utf-8"), clientAddress)
    Print('\n Sent contents of ', end = ' ')
    Print(sentance)
    file.close()
```