Client:

import socket

# Create a UDP client socket

client\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_DGRAM)

# Send a message to the server

client\_socket.sendto("Hello from UDP client!".encode(), ('localhost', 12345))

# Receive the response from the server

data, server\_addr = client\_socket.recvfrom(1024)

print("Received from server:", data.decode())

# Close the socket

client\_socket.close()

Server:

import socket

# Create and configure the UDP server socket

server\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_DGRAM)

server\_socket.bind(('localhost', 12345))

print("UDP Server is listening on port 12345...")

# Receive data from a client

data, addr = server\_socket.recvfrom(1024)

print("Received from client:", data.decode())

# Send a response back to the client

server\_socket.sendto("Hello from UDP server!".encode(), addr)