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UDP Client Implementation:

Server Program:

import java.net.\*;

import java.io.\*;

public class UDPEchoServer

{

public static void main(String args[])

{

int port = 8001;

DatagramSocket serverDatagramSocket = null;

try

{

serverDatagramSocket = new DatagramSocket(port);

System.out.println("Created UDP Echo Server on port"+port);

}

catch(IOException e)

{

System.out.println(e);

System.exit(1);

}

try

{

byte buffer[] = new byte[1024];

DatagramPacket datagramPacket = new DatagramPacket(buffer, buffer.length);

String input;

while(true)

{

serverDatagramSocket.receive(datagramPacket);

input = new String(datagramPacket.getData(), 0,datagramPacket.getLength());

System.out.println("Received from Server: "+input);

serverDatagramSocket.send(datagramPacket);

}

}

catch(IOException e)

{

System.out.println(e);

}

}

}

Client Program:

import java.net.\*;

import java.io.\*;

public class UDPEchoClient

{

public static class UDPEchoReader extends Thread

{

public UDPEchoReader(DatagramSocket socket)

{

datagramSocket = socket;

active = true;

}

public void run()

{

byte[] buffer = new byte[1024];

DatagramPacket incoming = new DatagramPacket(buffer,buffer.length);

String receivedString;

while(active)

{

try

{

datagramSocket.receive(incoming);

receivedString = new String(incoming.getData(),0, incoming.getLength());

System.out.println("Received from Client: "+receivedString);

}

catch(IOException e)

{

System.out.println(e);

active = false;

}

}

}

public boolean active;

public DatagramSocket datagramSocket;

}

public static void main(String[] args)

{

InetAddress address = null;

int port = 8001;

DatagramSocket datagramSocket = null;

BufferedReader keyboardReader = null;

try

{

address = InetAddress.getByName("127.0.0.1");

datagramSocket = new DatagramSocket();

keyboardReader = new BufferedReader(new InputStreamReader(System.in));

}

catch (IOException e)

{

System.out.println(e);

System.exit(1);

}

UDPEchoReader reader = new UDPEchoReader(datagramSocket);

reader.setDaemon(true);

reader.start();

System.out.println("Ready to send your messages...");

try

{

String input;

while (true)

{

input = keyboardReader.readLine();

DatagramPacket datagramPacket = new DatagramPacket(input.getBytes(), input.length(), address, port);

datagramSocket.send(datagramPacket);

}

}

catch(IOException e)

{

System.out.println(e);

}

}

}

OUTPUT:



