

Udp client

```
import java.net.*; import java.io.*;
public class UDPClient
{
    public static void main(String args[])
    {
        DatagramSocket aSocket=null;
        int clientPort=998;
        try
        {
            aSocket=new DatagramSocket(clientPort);
            byte[] buf=new byte[1000];
            DatagramPacket data=new DatagramPacket
            (buf,buf.length);
            System.out.println("Waiting for server\n");
            aSocket.receive(data);
            byte[] msg=new byte[1000];
            msg=data.getData();
            System.out.println("\n msg:" +
            (new String(msg,0,data.getLength())));
        }
    }
}
```

```
catch(SocketException e)
{    System.out.println("Socket:" +e.getMessage());
}
catch(IOException e)
{    System.out.println("IO:" +e.getMessage());
}
finally
{    if(aSocket!=null)
        aSocket.close();
} } }
```

Udp server

```
import java.net.*;
import java.util.*;
import java.io.*;
public class UDPServer {
    public static void main(String args[])
    {
        DatagramSocket aSocket = null;
        Scanner scn=new Scanner(System.in);
        int serverPort =999;
    }
}
```

```

System.out.println("Server Ready\n Waiting for
connection....\n");
try
{   aSocket=new DatagramSocket(serverPort);
byte[] buffer=new byte[1000];
System.out.println("\nEnter message to be sent:");
String str=scn.nextLine();
buffer=str.getBytes();
DatagramPacket data =
newDatagramPacket(buffer,buffer.length,InetAddress.getL
ocalHost(),998);
aSocket.send(data);
}
catch(SocketException e)
{   System.out.println("Socket:"+e.getMessage());
}
catch(IOException e)
{   System.out.println("Io:"+e.getMessage());
}

```

```

finally
{   System.out.println("\nMessage sent\nConnection
terminated");
if(aSocket!=null)
aSocket.close();
scn.close();
} } }

```

Output –

Client Side

```

$ javac UDPClient.java
$ java UDPClient Waiting for server
msg:hello, this is server

```

Server Side

```

$ javac UDPServer.java
$ java UDPServer Server Ready
Waiting for connection....
Enter message to be sent: hello, this is server
Message sent Connection terminated

```