**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.getLocalHost(),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