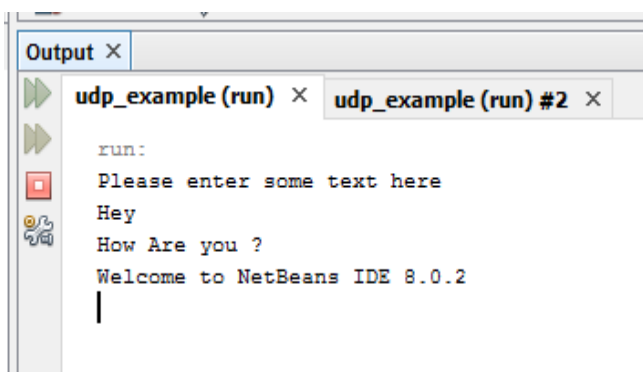
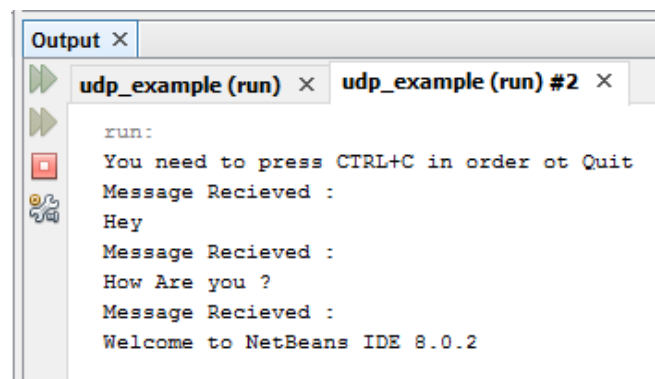


**Prepare UDP Client-Server application that receive and send message.****UDPServer.java**

```
1. package udp_example;
2. import java.io.IOException;
3. import java.net.*;
4. public class UDPServer
5. {
6.     public static DatagramSocket mysocket;
7.     public static byte myBuffer[] = new byte[2000];
8.     public static void serverMethod() throws Exception
9.     {
10.         int position=0;
11.         while(true)
12.         {
13.             int charData=System.in.read();
14.             switch(charData)
15.             {
16.                 case -1: System.out.println("The execution of the server has been terminated");
17.                     return;
18.                 case '\r':break;
19.                 case '\n': mysocket.send(new
DatagramPacket(myBuffer,position,InetAddress.getLocalHost(),777));
20.                     position=0;
21.                     break;
22.                 default: myBuffer[position++]=(byte) charData;
23.             }
24.         }
25.     }
26.     public static void main(String[] args) throws IOException, Exception {
27.         System.out.println("Please enter some text here ");
28.         mysocket = new DatagramSocket(888);
29.         serverMethod();
30.     }
31. }
```

**UDPClient.java**

```
1. package udp_example;
2. import java.net.*;
3. public class UDPClient
4. {
5.     public static DatagramSocket mySocket;
6.     public static byte myBuffer[] = new byte[2000];
7.
8.     public static void clientMethod() throws Exception
9.     {
10.        while(true)
11.        {
12.            DatagramPacket dataPacket = new DatagramPacket (myBuffer,myBuffer.length);
13.            mySocket.receive(dataPacket);
14.            System.out.println("Message Recieved : ");
15.            System.out.println(new String(dataPacket.getData(),0,dataPacket.getLength()));
16.        }
17.    }
18.    public static void main(String[] args) throws SocketException, Exception
19.    {
20.        System.out.println("You need to press CTRL+C in order ot Quit");
21.        mySocket = new DatagramSocket(777);
22.        clientMethod();
23.    }
24. }
```

**OUTPUT****Server****Client**