25/01/23

Sockets (UDP)

Using UDP sockets, write a client server program to make client sending the filename & the server to send back the contents of the requested file if present

clientudp.py

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("\n Enter the name")

clientSocket.sendto(bytes(sentence, "utf-8"),
                    (serverName, serverPort))

fileContents, serverAddress = clientSocket.recvfrom(2048)

print("\n Reply from Server:\n")
print(fileContents.decode("utf-8"))
# for i in fileContents:
    # print(str(i), end="")
clientSocket.close()
clientSocket.close()
```

*serverUDP.py

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```
from socket import *
serPort = 12000
serSocket = socket(AF_INET, SOCK_DGRAM)

serSocket.bind(("127.0.0.1", serPort))
print("The server is ready to receive")

while 1:
    sentence, clientAddress = serSocket.recvfrom(2048)

    sentence = sentence.decode("utf-8")
    file = open(sentence, "r")
    l = file.read(2048)

    serSocket.sendto(bytes(l, "utf-8"), clientAddress)
    print('\n Sent contents of ' + sentence)
    print(sentence)
    # for i in sentence:
    #     print(str(i), end='')
    file.close()
```

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Server.py

The server is ready to receive
Sent contents of serverUdp.py
The server is ready to receive

Client.py

Enter the filename: serverUdp.py

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Right from server.

```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)

serverSocket.bind(("127.0.0.1", serverPort))
while 1:
    print("The server is ready to receive")
    sentence, clientAddress = serverSocket.recvfrom(2048)
    sentence = sentence.decode("utf-8")
    file = open(sentence, "r")
    l = file.read(2048)
    serverSocket.sendto(bytes(l, "utf-8"),
                        clientAddress)
    print("\n Sent contents of " + sentence)
    print(l)
    file.close()
```

>>)