

```

1  ▶ # bcast-server-hello.py
2  import socket
3  import os
4
5  # Case #1 - Server use wildcard address
6  # SERVER_HOST = '' # 1(a)
7  # SERVER_HOST = str(socket.INADDR_ANY) # 1(b)
8
9  # Case #2 - Server use broadcast address
10 # SERVER_HOST = '<broadcast>' # 2(a)
11 # SERVER_HOST = str(socket.INADDR_BROADCAST) # 2(b)
12 # SERVER_HOST = '255.255.255.255' # 2(c)
13 # SERVER_HOST = '192.168.68.255' # 2(d)
14
15 SERVER_PORT = 54321
16
17 print('UDP Hello Server: PID', os.getpid())
18 sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
19 sock.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, 1)
20 sock.setsockopt(socket.SOL_SOCKET, socket.SO_BROADCAST, 1)

```

Figure 8-5(a). Settings in bcast-server-hello.py - Partial codes of udp-server-hello.py

```

2  import socket
3  import os
4  SERVER_PORT = 54321
5  # Address Testing
6  # SERVER_HOST = '192.168.68.105'
7  # SERVER_HOST = 'zanida.netprogram.my'
8  # SERVER_HOST = '192.168.68.255'
9  # SERVER_HOST = ''
10 # SERVER_HOST = '<broadcast>'
11 # SERVER_HOST = str(socket.INADDR_BROADCAST)
12 # SERVER_HOST = '255.255.255.255'
13
14 print('UDP Hello Client: PID', os.getpid())
15 # create UDP socket
16 sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
17 sock.setsockopt(socket.SOL_SOCKET, socket.SO_BROADCAST, 1)
18 greetings = 'Hi UDP Hello Server !!!'

```

Figure 8-5(b). Settings in the modified udp-client-hello.py