CYCLE-2

LAB6:Using UDP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.

CLIENT.PY

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)

sentence = input("\nEnter file name:  ")
clientSocket.sendto(bytes(sentence, "utf-8"), (serverName, serverPort))
filecontents, serverAddress = clientSocket.recvfrom(2048)
print('\nReply from Server:\n')
print(filecontents.decode("utf-8"))
# for i in filecontents:
# print(str(i), end = '')
clientSocket.close()
```

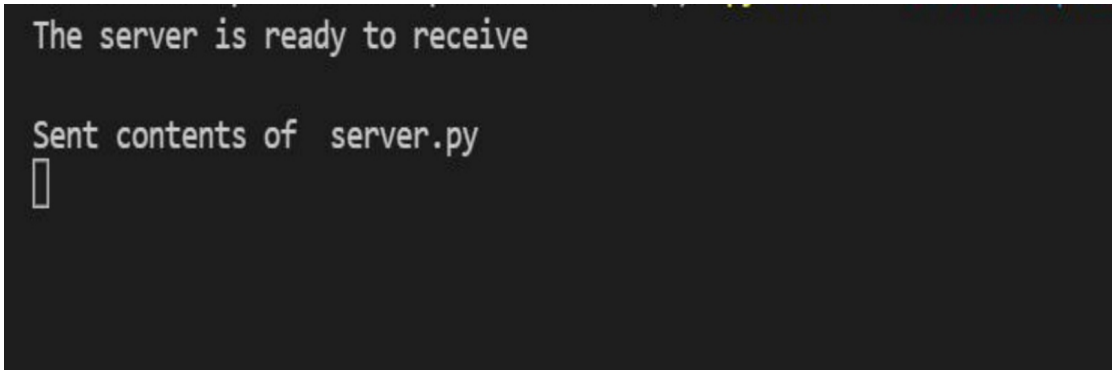
SERVER.PY

```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort))
print("The server is ready to receive")
while 1:
    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('\nSent contents of ', end=' ')
    print(sentence)
    #  for i in sentence:
    #  print (str(i), end = '')
    file.close()
```

Output



PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

```
Enter file name:  server.py

Reply from Server:

from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort))
print("The server is ready to receive")
while 1:
    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('\nSent contents of ', end=' ')
    print(sentence)
    #  for i in sentence:
    #  print (str(i), end = '')
    file.close()
```