EXPERIMENT NO: 12B Implementation of chat client Server
DATE: 28.9.25   using TCP/UDP Sockets.
Aim: Implement chat client Server using TCP/UDP
         Sockets.

Algorithm:

```
import Socket
dy start_Server (host = '127.0.0.1', port = 12345):
    with Socket (Socket. AF_INET, Socket.SOCK_DGRAM) ass:
        S.bind (host, port))
        print (f"UDP Server running on {host}: {port}")


        While True:
            data, addr = S.recvfrom(1024).
            print (f"Received message from {addr}: {data
                            decode('Ty")


        start_Server().
```

Result:
    The Implementation of chat client server using
TCP/UDP Sockets is Successfully executed.