Lab 4 - Socket Programming with UDP

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

Code:

Server udp.py

```
from socket import *
ServerPort = 12000
ServerSocket = socket(AF_INET, SOCK_PGRAM)
ServerSocket.bind(("127.0.0.1", serverPort))
print("server is ready to receive")
while 1:
    sentence, clientAddress = serverSocket.recvfrom(2048)
    file = open(sentence, "r")
    l = file.read(2048)
    serverSocket.sendto(bytes(l, "utf-8"), clientAddress)
    print("sent back to client", l)
    file.close()
```

Client udp.py

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
ClientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("Enter file name")
ClientSocket.sendto(bytes(sentence, "utf-8"), (serverName, serverPort))
file contents, serverAddress = ClientSocket.recvfrom(20
```

```
print ("From Server :", fileContents)
clientSocket.close()
```

Output:

The server is ready to recieve

Sent contents of   Server UDP.py

client UDP.py