12) Using UDP sockets, write client - server program to make to client sending file name and server to send back contents of requested file if present.

```
from socket import *
ServerName = "127.0.0.1"
ServerPort = 12000
clientSocket = socket (AF_INET, SOCK_DGRAM)
Sentence = input ("\n Enter File name: ")
clientSocket. Sendto (bytes (sentence, "utf-8"), (serverName, serverPort))
```

```python
fileContents, serverAddress = clientSocket.recvfrom(2048)
print('In Reply from Server: In')
print(' fileContents.decode("utf-8"))
          Socket
client. close()
clientSocket.close()



from socket import *
ServerPort = 12000
ServerSocket = socket(AF_INET, SOCK_DGRAM)
ServerSocket.bind(("127.0.0.1", serverPort))
print("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('In Sent Contents of ', end = ' ')
    print(sentence)
    file.close()
```

O/P: Enter file name: Serverudp.py   #client op
    Reply from Server:

```python
from socket import *
ServerPort = 12000
ServerSocket = socket(AF_INET, SOCK_DGRAM)
ServerSocket.bind(("127.0.0.1", serverPort))
Print("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('In Sent Contents of ', end = ' ')
    print(sentence)
    file.close()
    The    server is    ready    to    receive #serverop
```