UDP

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

Client.py

```
from socket import *
sname = '127.0.0.1' ; sport = 12000
csock = socket (AF_INET, SOCK_DGRAM);
msg = input ("\n Enter filename");
csock.sendto (bytes (msg, "utf-8"), (sname, sport))
fcont, sadd = csock.recvfrom (2048)
print (filecont.decode ("utf-8"))
csock.close ()
```

Server.py

```
from socket import *
sname = '127.0.0.1'; sport = 12000
ssock = socket (AF_INET, SOCK_DGRAM);
ssock.bind (("127.0.0.1", sport))
print ("Ready to listen");
while 1:
    msg, add = ssock.recvfrom (2048)
    msg = msg.decode ("utf-8")
    file = open (msg, "r")
    l = file.read (2048)
    ssock.sendto (bytes (l, "utf-8"), add)
    print (msg)
    file.close ()
```

O/P for UDP:

Server - UDP

The server is ready to recieve

Send contents of ServerUDP. py

Ready to recieve.

Client-UDP

Enter file name: Server UDP. py

Reply from Server:

```
from socket import *
sport = 12000.
ssocket = socket ( AF_INET, SOCK_DGRAM)
.. file. close ()
```

>>>