# AIM: sending packets using udp client

## Server

import java.net.\*;

import java.io.IOException;

public class Server {

public static StringBuilder data(byte[] a)  {

    if (a == null)

      return null;

    StringBuilder ret = new StringBuilder();

    int i = 0;

    while (a[i] != 0) { ret.append((char) a[i++]); }

    return ret;

  }

  public static void main(String[] args) {

DatagramSocket ds = null;

    try {

ds = new DatagramSocket(5000);

} catch (SocketException e) {

System.err.println(e);

}

    byte[] receive = new byte[65535];

    while (true) {

      DatagramPacket DpReceive = new DatagramPacket(receive, receive.length);

      try {

ds.receive(DpReceive);

} catch (IOException e) {

System.err.println(e);

}

      System.out.println("Client says: " + data(receive));

      if (data(receive).toString().equalsIgnoreCase("bye")) { break; }

      receive = new byte[65535];

    }

  }

}

## Client

import java.net.\*;

import java.util.Scanner;

import java.io.IOException;

public class Client {

  public static void main(String args[]) {

    Scanner sc = new Scanner(System.in);

DatagramSocket ds = null;

InetAddress ip = null;

try {

ds = new DatagramSocket();

ip = InetAddress.getLocalHost();

} catch (SocketException e) {

System.err.println(e);

} catch (UnknownHostException e) {

System.err.println(e);

}

    byte buffer[] = null;

System.out.println("Send messages below:");

    while (true) {

      String inp = sc.nextLine();

      buffer = inp.getBytes();

      DatagramPacket DpSend = new DatagramPacket(buffer, buffer.length, ip, 5000);

      try {

ds.send(DpSend);

} catch (IOException e) {

System.err.println(e);

}

      if (inp.equalsIgnoreCase("bye")) { break; }

    }

  }

}

## Execution

