

UDP

```
import socket

#SERVER
s = socket.socket(socket.AF_INET,
                  socket.SOCK_DGRAM)
s.bind(('127.0.0.1', 5000))

#CLIENT
s = socket.socket(socket.AF_INET,
                  socket.SOCK_DGRAM)
s.sendto(bytes('hello'),
         ('153.90.118.46', 5000))

#SERVER
data, addr = s.recvfrom(BUFFER_SIZE)
```

UDP socket

Address family Internet

bind() requires a tuple

New socket

Remote address

accept() and **recv()** are blocking calls. The program will *block* itself from proceeding until the function call returns

TCP

```
#SERVER
s = socket.socket(socket.AF_INET,
                  socket.SOCK_STREAM)
s.bind(('127.0.0.1', 80))
s.listen(1)
conn, addr = s.accept()
data = conn.recv(BUFFER_SIZE)
conn.send(data) # echo
conn.close()

#CLIENT
s = socket.socket(socket.AF_INET,
                  socket.SOCK_STREAM)
s.connect(('72.21.211.176', 80))
s.send(bytes('GET ...'))
data = s.recv(BUFFER_SIZE)
s.close()
```

TCP socket