

## UDP

### client.py

```
import socket
```

```
msg_c = "Hello UDP server"
```

```
bytes_send = str.encode(msg_c)
```

```
S_A_P = ("127.0.0.1", 20001)
```

```
buffers = 1024
```

```
UDPClientSocket = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
```

```
UDPClientSocket.sendto(bytes_send, S_A_P)
```

```
msg_s = UDPClientSocket.recvfrom(buffers)
```

```
msg = "Message from server is {}".format(msg_s[0])
```

```
print(msg)
```

### server.py

```
import socket
```

```
localIP = "127.0.0.1"
```

```
localPort = 20001
```

```
buffer_s = 1024
```

```
msg_s = "Hello UDP client"
```

```
bytes_s = str.encode(msg_s)
```

```
UDPServerSocket = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
```

```
UDPServerSocket.bind((localIP, localPort))
```

```
print("UDP server up and listening")
```

```
while True:
```

```
    b_A_P = UDPServerSocket.recvfrom(buffer_s)
```

```
    msg = b_A_P[0]
```

```
    addr = b_A_P[1]
```

```
clientmsg = "Message from client {3}".format(msg)
clientIP = "Client IP address {4}".format(addr)
print(clientmsg)
print(clientIP)
udpSocket.sendto(bytes, addr)
```