

PROGRAM 10 : UDP SOCKET, SERVER/CLIENT

CODE

PART 1 - UDP SERVER.PY

```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort))
print("The server is ready to receive")
while 1:
    sentence, addr = serverSocket.recvfrom(2048)
    file = open(sentence, "r")
    l = file.read(2048)
    serverSocket.sendto(bytes(l, "utf-8"), addr)
    print("sent back to client", l)
    file.close()
```

CODE

PART 2 - UDP CLIENT.PY

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("enter file name")
clientSocket.sendto(bytes(sentence, "utf-8"),
                    (serverName, serverPort))
fileContents, addr = clientSocket.recvfrom(2048)
print("From server :", fileContents)
clientSocket.close()
```