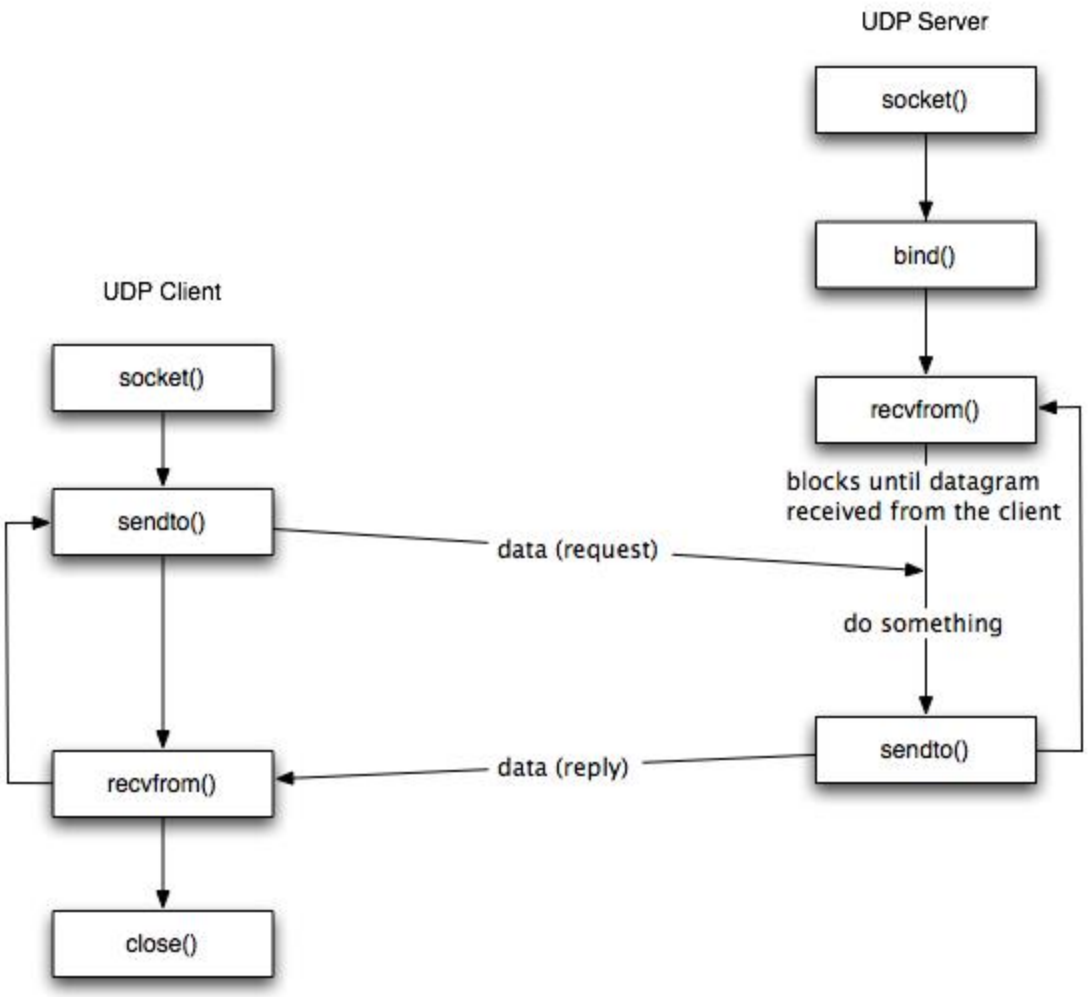

1. **Write code for Client and save in UDPClient.java**

```
import java.io.*;
import java.net.*;

class UDPClient
{
   public static void main(String args[]) throws Exception
   {
      BufferedReader inFromUser =
         new BufferedReader(new InputStreamReader(System.in));
      DatagramSocket clientSocket = new DatagramSocket(); // Socket()
      InetAddress IPAddress = InetAddress.getByName("localhost");
      byte[] sendData = new byte[1024];
      byte[] receiveData = new byte[1024];
      String sentence = inFromUser.readLine();
      sendData = sentence.getBytes();
      DatagramPacket sendPacket = new DatagramPacket(sendData, sendData.length,
IPAddress, 9876);
      clientSocket.send(sendPacket);   // SendTo()
```

```
        DatagramPacket receivePacket = new DatagramPacket(receiveData,
receiveData.length);
        clientSocket.receive(receivePacket); // ReceiveFrom()
        String modifiedSentence = new String(receivePacket.getData());
        System.out.println("FROM SERVER:" + modifiedSentence);
        clientSocket.close();
    }
```

1. **Write code for Server Side and save in UDPServer.java**

```
import java.io.*;
import java.net.*;

class UDPServer
{
   public static void main(String args[]) throws Exception
      {
         DatagramSocket serverSocket = new DatagramSocket(9876); // Socket() and Bind()
            byte[] receiveData = new byte[1024];
            byte[] sendData = new byte[1024];
            while(true)
               {
                  DatagramPacket receivePacket = new DatagramPacket(receiveData,
receiveData.length);
                  serverSocket.receive(receivePacket);
                  String sentence = new String( receivePacket.getData());
                  System.out.println("RECEIVED: " + sentence);
                  InetAddress IPAddress = receivePacket.getAddress();
                  int port = receivePacket.getPort();
                  String capitalizedSentence = sentence.toUpperCase();
                  sendData = capitalizedSentence.getBytes();
                  DatagramPacket sendPacket =
                  new DatagramPacket(sendData, sendData.length, IPAddress, port);
                  serverSocket.send(sendPacket); // SendTo()
               }
      }
```

1. Make a project folder in C:\ e.g. socket
2. Open Command Prompt
3. Create directory as C:\socket>
4. Type C:\socket>javac UDPServer.java and Enter
5. Type C:\socket>javac UDPClient.java and Enter
6. Again open other Command Prompt for Server
7. Type C:\socket>java UDPServer and Enter
8. In other command prompt for Client
9. Type C:\socket>java UDPClient and Enter

   NOTE : Run UDPServer.java before UDPClient.java
10. Type hi and Enter

OUTPUT

1. UDP Socket Programming