

Figure 4.3 UDP client sends a message to the server and gets a reply

```
import java.net.*;
import java.io.*;
public class UDPClient{
    public static void main(String args[]){
        // args give message contents and server hostname
        DatagramSocket aSocket = null;
        try {
            aSocket = new DatagramSocket();
            byte [] m = args[0].getBytes();
            InetAddress aHost = InetAddress.getByName(args[1]);
            int serverPort = 6789;
            DatagramPacket request =
                new DatagramPacket(m, args[0].length(), aHost, serverPort);
            aSocket.send(request);
            byte[] buffer = new byte[1000];
            DatagramPacket reply = new DatagramPacket(buffer, buffer.length);
            aSocket.receive(reply);
            System.out.println("Reply: " + new String(reply.getData()));
        } catch (SocketException e){System.out.println("Socket: " + e.getMessage());}
        } catch (IOException e){System.out.println("IO: " + e.getMessage());}
        } finally { if(aSocket != null) aSocket.close();}
    }
}
```