

Figure 4.4 UDP server repeatedly receives a request and sends it back to the client

```
import java.net.*;
import java.io.*;
public class UDPServer{
    public static void main(String args[]){
        DatagramSocket aSocket = null;
        try{
            aSocket = new DatagramSocket(6789);
            byte[] buffer = new byte[1000];
            while(true){
                DatagramPacket request = new DatagramPacket(buffer, buffer.length);
                aSocket.receive(request);
                DatagramPacket reply = new DatagramPacket(request.getData(),
                    request.getLength(), request.getAddress(), request.getPort());
                aSocket.send(reply);
            }
        } catch (SocketException e){System.out.println("Socket: " + e.getMessage());}
        } catch (IOException e) {System.out.println("IO: " + e.getMessage());}
        } finally {if (aSocket != null) aSocket.close();}
    }
}
```