#include <sys/types.h>

#include <sys/socket.h>

#include <netinet/in.h>

#include <arpa/inet.h>

#include <time.h>

#include <string.h>

#include <stdio.h>

#include<stdlib.h>

#define HELLO\_PORT 12345

#define HELLO\_GROUP "225.0.0.37"

main(int argc, char \*argv[])

{

struct sockaddr\_in addr;

int fd, cnt;

//struct ip\_mreq mreq;

char \*message="RVCE-CSE";

/\* create what looks like an ordinary UDP socket \*/

if ((fd=socket(AF\_INET,SOCK\_DGRAM,0)) < 0) {

perror("socket");

exit(1);

}

/\* set up destination address \*/

memset(&addr,0,sizeof(addr));

addr.sin\_family=AF\_INET;

addr.sin\_addr.s\_addr=inet\_addr(HELLO\_GROUP);

addr.sin\_port=htons(HELLO\_PORT);

/\* now just sendto() our destination! \*/

while (1) {

if (sendto(fd,message,sizeof(message),0,(structsockaddr \*) &addr,

sizeof(addr)) < 0) {

perror("sendto");

exit(1);

}

sleep(1);

}

}