

EXP NO: 13

Implement your own Ping Program

AIM:

To implement your own ping program

Program:

Client code:

import socket

import time

def ping_server(host="127.0.0.1", port=12345):

with socket.socket(socket.AF_INET,
socket.SOCK_DGRAM) as s:

try:

s.settimeout(2)

start = time.time()

s.sendto(b"Ping", (host, port))

data, address = s.recvfrom(1024)

end = time.time()

print(f"Received {data.decode()}")

from_address = f'{address[0]}:{address[1]}'

seconds = end - start

except socket.timeout:

print("Request timed out")

If name == "__main__":

trials = 0

while trials < 10:

trials += 1

Server Code:

import socket

def start_server(host="127.0.0.1", port=

(2345)):

with socket.socket(socket.AF_INET, socket.SOCK_DGRAM) as s:

as s:

Input:

For S

Output:

UDP

Receiv

Input:

For

Output:

R

Result:

program

8. bind ((host, port))

charint C f, "UDP Server routing on hosty")
 { data = decode (c) ;
 if (name_ == "main") :
 Start_server ()

Input:

For Server by : (readf) <host> -> host . job

Output:

UDP Server running on 127.0.0.1 : 12345

Received message from (127.0.0.1, 12345): Ring
 rejected . repeat -> 1000000

Input:

For client by : (readf) <host>

Output:

Requested "timeout" .

Result:

~~Therefore, the implementation of bind
 program is executed.~~

~~File : host . job~~
~~create : host . job~~
~~W W~~

~~host . job~~ = smon . losetorff

~~(Smon . losetorff : losetorff ?) . file~~

~~(host . job) . file~~