Ex. No: 13

DATE: 16.10.25

IMPLEMENT YOUR OWN PING PROGRAM

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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 .
                        socket DGRAM) as s:
      try:
        s. settimeout (2)
        start = time. time()
        s. send to ( b'ping' , (host, port))
       data, addr = s. recv from. (1024)
       end = time. time ()
       print (f"Received {data. decode ()} from {address}
              in {end_start : .2f} seconds")
       except socket. timeout :
         print ("Request timedout")
     if_name_ = = "_main_":
       ping _server()
Server code:
import socket
def start_server (host = "127.0.0.1", port = 12345);
   with socket. socket ( socket. AF_INET, socket .
                              socket DGRAM ) as s .
         s. bind ((host, port ))
         print (f, "UDP server running on {host} {port}
   while True :
      data, addr = s. recv from (1024)
```

```
print (f"received message from {addr}:
{data. decode()}")

    so. send to (b'ping' , addr)
if _name_ = =' _ main_":
    start_ server()
```

Input:

For server. py

output:

```
UDP Server running on 127.0.0.1 : 12345
Received Message from ('127.0.0.1', 12345) : ping
```

For client . py

output (if server is not running)

```
Request timed out .
```

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RESULT:

Therefore the implementation of ping program is executed.