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### PING TO TEST SERVER CONNECTIVITY USING SOCKETS

### AIM:

To develop ping program to test server connectivity using sockets.

### **ALGORITHM:**

## Server.py

- 1. Import the socket package
- 2. Initialize local IP address and local port.
- 3. Create a socket using socket() function
- 4. Bind the IP address and port number.
- 5. Accept client request for connection.
- 6. Print the received connection details
- 7. Send reply message to the client.
- 8. Close the connection.

# Client.py

- 1. Import the socket package
- 2. Initialize server IP address and local port.
- 3. Create a socket using socket() function.
- 4. Start the timer.
- 5. Send message to the server.
- 6. The reply message of the server is received.
- 7. The timer is stopped.
- 8. Print the round trip time statistics.

# Ping to test server connectivity using sockets

#### Client code:

from socket import \*
from os import system
s = socket(AF\_INET, SOCK\_STREAM)
s.connect(("127.0.0.1",8000)) # Connect
op='connect'

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s.send(op.encode('utf-8')) # Send request
data = s.recv(100).decode()# Get response
print(data)
system("ping "+ gethostname())
s.close()
#Server Code:
from socket import *
from os import system
s = socket(AF_INET,SOCK_STREAM)
s.bind(("",8000))
s.listen(5)
while True:
       c,a = s.accept()
       print("Received connection from", a)
       data=c.recv(100).decode()
       print(data)
       c.send(data.encode('utf-8'))
       system("ping "+ a)
```

c.close()

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| Server | Version control | Project | Projec
```

# Result:

Thus, the server connectivity is tested using Sockets experiment was done.