**Sender.java**

import java.io.\*;

import java.net.\*;

public class Sender

{

public static void main(String[] args) throws IOException

{

InetAddress addr = InetAddress.getByName(args[0]);

byte[] buf = args[1].getBytes();

DatagramPacket packet = new DatagramPacket(buf, buf.length, addr, 4444);

DatagramSocket socket = new DatagramSocket();

socket.send(packet);

}

}

**Receiver.java**

import java.io.\*;

import java.net.\*;

public class Receiver

{

public static void main(String[] args) throws IOException

{

DatagramSocket socket = new DatagramSocket(4444);

byte[] buf = new byte[256];

DatagramPacket packet = new DatagramPacket(buf, buf.length);

System.out.println("Waiting ...");

socket.receive(packet);

String s = new String(packet.getData(), 0, packet.getLength());

System.out.println(packet.getAddress().getHostName() + ": " + s);

}

}

• Compile the program.

• Start the receiver by running “java Receiver”.

• Assuming that the receiver is running on a host with IP address 127.0.0.1

Start the sender by running:

java Sender 127.0.0.1 “My String”

• The receiver program should now display the string “My String”.

• Repeat this exercise, with the difference, that you run the sender and receiver on two different hosts.

**Output:**



