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- ▶ Multicasting requires support from networking hardware such as routers.
- ▶ The most common implementation is **IP Multicast**, used for streaming media. No prior knowledge of who or how many receivers there are is required. Widely used in enterprises, stock exchanges and multimedia content delivery networks.

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- ▶ Some reserved IPv4 multicast addresses:

224.0.0.0	reserved base address
224.0.0.1	all hosts on the same network segment
224.0.0.2	all routers on the same network segment
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- ▶ The most common implementation is using UDP (User Datagram Protocol), which isn't reliable — messages may be lost or delivered out of order.



The main class we will use is [java.net.MulticastSocket](#).

See examples in [lab/multicasting](#)

- ▶ [setup-examples](#): Shows how to find out information about network interfaces and if they support multicasting.
- ▶ [ex1-mcast-hello](#): Streaming *hello world* using multicasting!
- ▶ [ex2-mcast-time](#): Multicast time server
- ▶ [ex3-mcast-group](#): Multicast group membership example

- ▶ Multicast Address
- ▶ IP Multicast