

Aim:

To implement your own Ping Pong Program.

Code:

server.py

import socket

def start_server(host='127.0.0.1', port=12345):

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

s.bind((host, port))

print(f"UDP server running on {host}:{port}")

while True:

data, addr = s.recvfrom(1024)

print(f"Received message from {addr}:")

{data.decode()}

s.sendto(b'Pong', addr)

if __name__ == "__main__":

start_server()

client.py

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, addr = s.recvfrom(1024)

end = time.time()

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

{addr} in {end - start:.2f} seconds")

except socket.timeout:

print("Request timeout out")

if __name__ == "__main__":

ping_server()

O/P:

> Python Server.py

UDP server running

on 127.0.0.1:12345

> Python client.py

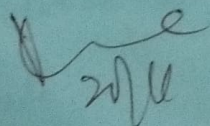
Received ping from

('127.0.0.1', 12345)

in 0.00s.

Result:

Thus the ping pong is studied and executed successfully


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