# UDPPingerServer.py

# We will need the following module to generate randomized lost packets

import random

from socket import \*

# Create a UDP socket

# Notice the use of SOCK\_DGRAM for UDP packets

serverSocket = socket(AF\_INET, SOCK\_DGRAM)

# Assign IP address and port number to socket

serverSocket.bind(('', 12229))

print("The server is ready to receive")

while True:

# Generate random number in the range of 0 to 10

rand = random.randint(0, 10)

# Receive the client packet along with the address it is coming from

message, address = serverSocket.recvfrom(1024)

# Capitalize the message from the client

message = message.upper()

# If rand is less is than 4, we consider the packet lost and do not respond

if rand < 4:

continue

# Otherwise, the server responds

serverSocket.sendto(message, address)