Exp . no: 13

AIM: To implement your own ping problem.

Server . py:

```
import socket

def start_server (host = '127.0.0.1',
                              port = 12345):
    with socket - socket (socket . AF_INET,
                    socket . Swock- DGRAM)

            as s:
    s. bind ((host . part))

    print (f "UDP server running
                    on ")

if name == "_main_";
    start - server ().
```

client . py:

```
import socket
import time
def ping - server (host= '124.0.0',
                    port = 12345):
```

```python
my:
        s.send timeout (2)
        start = time.time ()
        send to (L 'ping', [host, port])

        except socket.timeout:
            print ("request timed out")

if __name__ == "__main__":
        ping_server ()
```

Result:

Thus the ping program is executed successfully and the output is verified.