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# Implementation of Ping program

Aim:

To implement a ping program by self.

Client side - Algorithm:

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.connect((host, port))

s.sendto(b'Hello', (host, port))

except socket.timeout:

print("Request timed out")

ping\_server()

Server Side Algorithm:

import socket

def start\_server (host = '127.0.0.1', port = 12345)

with socket.socket(socket.AF\_INET, socket.SOCK\_DGRAM) as



socket.SOCK\_DGRAM as s

s.laddr (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()}")

tcp: 10.0.0.1 = start - server()

Sample inputs and outputs:

on server side:

Command: python server.py

((tcp: 10.0.0.1), 'all H')

UDP server running on 127.0.0.1:1234

received from ('127.0.0.1', 55437): ping

Client side:

Sample input: enter host: 127.0.0.1

Sample output: reply from 127.0.0.1

times = 1.42 ms

Result:

Hence the experiment on  
Implementing the ping program by  
self has been  
successfully executed.