EXP NO: 13

Date:

AIM:

To implement "your own" Ping program.

CODE:

Server. Py

```python
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

```python
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))
        except socket.timeout:
            print("Request timed out")
```

```
if _name_ == "_main_":
    Ping_server()
```

Output:

Python server. Py
UDP server running on 127.0.0.1: 12345
Received message from ('127.0.0.1', 53009): ping
Python client: Py
Received Pong from ('127.0.0.1', 12345) in 0.00 seconds

Result:

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