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## PRACTICAL - 13

Aim:

Implement: your own ping program

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("server running")

while True:

data, addr = s.recvfrom(1024)

print("received message")

s.sendto(b'ping', 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:

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}

except socket.timeout:

seconds')

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', 53067): ping

python client.py

Received ping from ('127.0.0.1', 12345) in 0.00 s

RESULT:

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