When we send a message from the Client for the Multicast UDP when the server is not available, we get the following output:

Observations:

1. As it is a multicast UDP, on calling the `self.transport.write(bytes('Client: Ping','utf-8'), ("228.0.0.5", 8005))` from the Client code, the Datagram is received by the client too.
2. Reason: As the client itself is included in the multicast address, all listeners (including the client) will receive this message.
3. This is in opposition to a similar message sending in Connected UDP:

In Connected UDP, when a client sends message with the unavailability of the server, the function `connectionRefused(self)` is called, printing "No one listening" as shown in the image.