Ex.No:13 Practical - 13

Date.

Aim:

To Implement your own ping pong Program.

Code:

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(f"UDP Server running on {host}:{Port}")
    whileTrue:
    data, addr = s.recvfrom (1024)
    Print(f "Received message from {addr}:
                                {data.decode()}")
    S.send to (b'Pong', 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:
s.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} seconds")
except socket.timeout:
Print("Request timed out")
if __name__ == "__main__":
Ping_server()
```

O/P:

```
> python server.py
UDP server running
on 127.0.0.1 :12345
```

```
> python client.py
Received ping from
('127.0.0.1', 12345)
in 0.00 sec.
```

Result:

Thus the ping pong is studied and executed successfully