(b) Algorithm:

(1) Create a UDP Socket
(2) Bind the Socket to Server Ip and port
(3) Continuously wait for incoming Messages.
(4) when a Message is Received:
    > Display the Message & Client Address
    > Send back "Pong" to the client.
(5) Repeat Step 3 indefinitely.

Input:

```
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()
```

O/p:

The Server running on 127.0.0.1:12345
Received message from ('127.0.0.1', 12345): ping