

## Summarize the methods of *DatagramSocket* and *DatagramPacket* classes.

| Method                                      | Description   |
|---|---|
| void bind(SocketAddress addr)               | It binds the DatagramSocket to a specific address and port.   |
| void close()                                | It closes the datagram socket.  |
| void connect(InetAddress address, int port) | It connects the socket to a remote address for the socket.  |
| void disconnect()                           | It disconnects the socket.  |
| boolean getBroadcast()                      | It tests if SO_BROADCAST is enabled.  |
| DatagramChannel getChannel()                | It returns the unique DatagramChannel object associated with the datagram socket.   |
| InetAddress getInetAddress()                | It returns the address to where the socket is connected.  |
| InetAddress getLocalAddress()               | It gets the local address to which the socket is connected.   |
| int getLocalPort()                          | It returns the port number on the local host to which the socket is bound.  |
| SocketAddress getLocalSocketAddress()       | It returns the address of the endpoint the socket is bound to.  |
| int getPort()                               | It returns the port number to which the socket is connected.  |
| int getReceiverBufferSize()                 | It gets the value of the SO_RCVBUF option for this DatagramSocket that is the buffer size used by the platform for input on the DatagramSocket. |
| boolean isClosed()                          | It returns the status of socket i.e. closed or not.   |
| boolean isConnected()                       | It returns the connection state of the socket.  |
| void send(DatagramPacket p)                 | It sends the datagram packet from the socket.   |
| void receive(DatagramPacket p)              | It receives the datagram packet from the socket.  |

## What is *Socket* class.

A socket is simply an endpoint for communications between the machines. The Socket class can be used to create a socket.

## What is *InetAddress* class is used for?

The `java.net.InetAddress` class is Java's encapsulation of an IP address. It is used by most of the other networking classes, including `Socket`, `ServerSocket`, `URL`, `DatagramSocket`, `DatagramPacket`, and more. This class represents an Internet address as two fields: `hostName` (a `String`) and `address` (an `int`). `hostName` contains the name of the host; for example, `www.oreilly.com`. `address` contains the 32-bit IP address. These fields are not public, so you can't access them directly. It will probably be necessary to change this representation to a byte array when 16-byte IPv6 addresses come into use. However, if you always use the `InetAddress` class to represent addresses, the changeover should not affect you; the class shields you from the details of how addresses are implemented.