1. WAP to create a Client/Server model (Chat Server) using UDP socket programming in Connection-less Scenario.
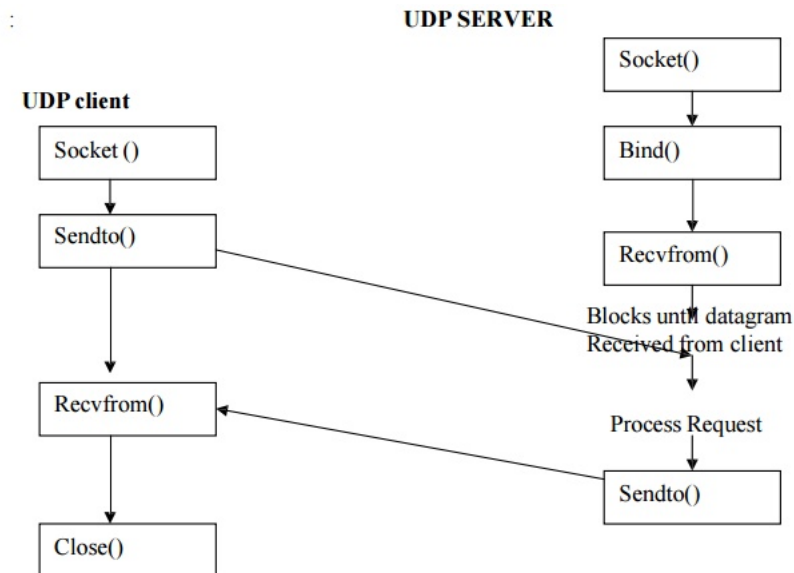

Figure 1: Socket functions for elementary UDP client/server in Connection-less Scenario