Implementation of ping programming

Aim To implement the ping programming using java program

Theory

**Inetaddress**  This class represents an Internet Protocol (IP) address.

**getByName() public static InetAddress getByName(String host)**

**throws UnknownHostException**

Determines the IP address of a host, given the host's name.The host name can either be a machine name, such as "java.sun.com", or a textual representation of its IP address. If a literal IP address is supplied, only the validity of the address format is checked.

Parameters:

host - the specified host, or null.

Returns: an IP address for the given host name.

IsReachable --**public boolean isReachable(NetworkInterface netif,int ttl,int timeout)throws IOException**

Test whether that address is reachable. Best effort is made by the implementation to try to

reach the host, but firewalls and server configuration may block requests resulting in a

unreachable status while some specific ports may be accessible. A typical implementation will

use ICMP ECHO REQUESTs if the privilege can be obtained, otherwise it will try to establish a

TCP connection on port 7 (Echo) of the destination host.

The network interface and ttl parameters let the caller specify which network interface

the test will go through and the maximum number of hops the packets should go through. A

negative value for the ttl will result in an IllegalArgumentException being thrown.

The timeout value, in milliseconds, indicates the maximum amount of time the try should

take. If the operation times out before getting an answer, the host is deemed unreachable. A

negative value will result in an IllegalArgumentException being thrown.

Parameters:

netif - the NetworkInterface through which the test will be done, or null for any interface

ttl - the maximum numbers of hops to try or 0 for the default

timeout - the time, in milliseconds, before the call aborts

Returns: a Boolean indicating if the address is reachable.