**CMPE-273 Lab 3:**

Sending “Hello World” from client to server via UDP using Twisted Library.

**Question:**

What happened when you send message from client in Multicast UDP when server is not available?

**Answer:**

No exception/error will be thrown when we send message from client even when server is not available in a Multicast UDP. The client will send datagram to the defined multicast group and will not be concerned whether it is delivered to or listened by the group or not.