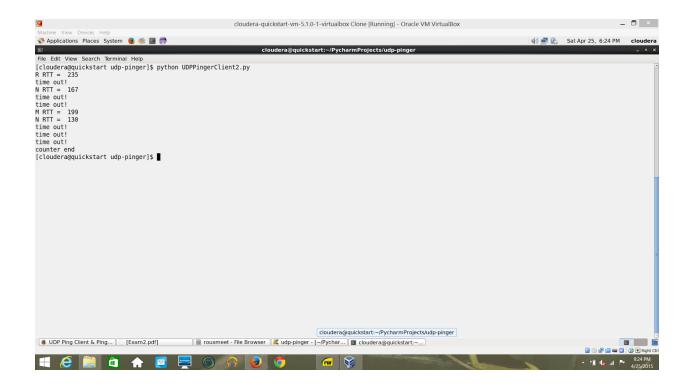
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UDP Pinger client code:

```
author = 'sharad'
from datetime import datetime
from socket import *
from time import time
clientSocket = socket(AF INET, SOCK DGRAM)
message = 'randomnumb'
counter = 0
while counter < 10:
     # send one letter at a time
     clientSocket.sendto(message[counter], ('localhost', 12000))
     t1 = datetime.now()
     # wait for one second
     clientSocket.settimeout(1)
     try:
     modified message, server address = clientSocket.recvfrom(1024)
     t2 = datetime.now()
     print modified message+' RTT = ', (t2-t1).microseconds
     except timeout:
     print 'time out!'
     counter = counter + 1
print 'counter end'
clientSocket.close()
```

Output screenshot:



Optional exercise code:

```
author = 'sharad'
from datetime import datetime
from socket import *
from time import time
clientSocket = socket(AF INET, SOCK DGRAM)
message = 'randomnumb'
counter = 0
rtt list = []
while counter < 10:
     # send one letter at a time
     clientSocket.sendto(message[counter], ('localhost', 12000))
     t1 = datetime.now()
     # wait for one second
     clientSocket.settimeout(1)
     try:
     modified message, server address = clientSocket.recvfrom(1024)
     t2 = datetime.now()
     rtt = (t2-t1).microseconds
     print modified message+' RTT = ', rtt
     rtt list.append(rtt)
     except timeout:
```

```
print 'time out!'
    counter = counter + 1

print 'counter end'
print 'max RTT = ', max(rtt_list)
print 'min RTT = ', min(rtt_list)
print 'avg RTT = ', sum(rtt_list)/len(rtt_list)
clientSocket.close()
```

Output:

