

Government Engineering College, Thrissur

CS334 – Network Programming Lab

Documentation -

Exp 2 – Socket Programming - UDP

Date of Submission

11 April 2021

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# Experiment 2

Implement Client-Server communication using Socket Programming and UDP as transport layer protocol.

## Executing program

- Code is provided in **Client.java** and **Server.java** along with this documentation. You can open the terminal in Linux (Ubuntu 20.04 tested). Then run the command

```
javac Server.java
java Server
```

- Open a **new terminal** and then run

```
javac Client.java
java Client
```

- Server and Client will start their respective sockets and work on the same machine (IP 127.0.0.1, Port 5000 and 6000).
- This is a dis-continuous message sending system. So we can send data as the console prompts us to do so.
- We can see output side-by-side in the console
- To terminate program type “**Exit**” in both program

## Output / Screenshots

Server

Client

```
hp@hp ~/Documents/S6/Network Lab/Exp2 <master*>
$ javac Server.java
hp@hp ~/Documents/S6/Network Lab/Exp2 <master*>
$ java Server
Server socket created
From client: Hi
Message to Client: Hello
From client: Exit
Message to Client: Exit
Server exit...
hp@hp ~/Documents/S6/Network Lab/Exp2 <master*>
$
```

```
hp@hp ~/Documents/S6/Network Lab/Exp2 <master*>
$ javac Client.java
hp@hp ~/Documents/S6/Network Lab/Exp2 <master*>
$ java Client
Client socket created
Message to Server: Hi
From server: Hello
Message to Server: Exit
From server: Exit
Client exit...
hp@hp ~/Documents/S6/Network Lab/Exp2 <master*>
$
```