**Instructions to build the exe’s**

* Build server.exe and client.exe using **go build - -race** command
* Open 2 cmd.exe windows and run the server.exe and client.exe in the way.

**Server**

D:\Code\UDPSocket\Server>Server.exe -infile "D:\\input.txt" -multicast 225.1.1.7 -packetcount 10 --mmp 35 -symbol IBM 3001 **192.168.0.105**

**Client**

D:\Code\UDPSocket\Client>Client.exe -multicast 225.1.1.7 3001 **192.168.0.105**

* I have tested with different packetcount and different mmp values and the existing code buffer will give support up to 35 messages per one packet.
* Verified with individual symbols and without symbol parameter.

D:\Code\UDPSocket\Server> Server.exe -infile "D:\\input.txt" -multicast 225.1.1.7 -packetcount 10 --mmp 35 -symbol IBM 3001 192.168.0.105

D:\Code\UDPSocket\Server> Server.exe -infile "D:\\input.txt" -multicast 225.1.1.7 -packetcount 10 --mmp 35 -symbol BAC 3001 192.168.0.105

D:\Code\UDPSocket\Server> Server.exe -infile "D:\\input.txt" -multicast 225.1.1.7 -packetcount 10 --mmp 35 3001 192.168.0.105