Lab7- Socket programming
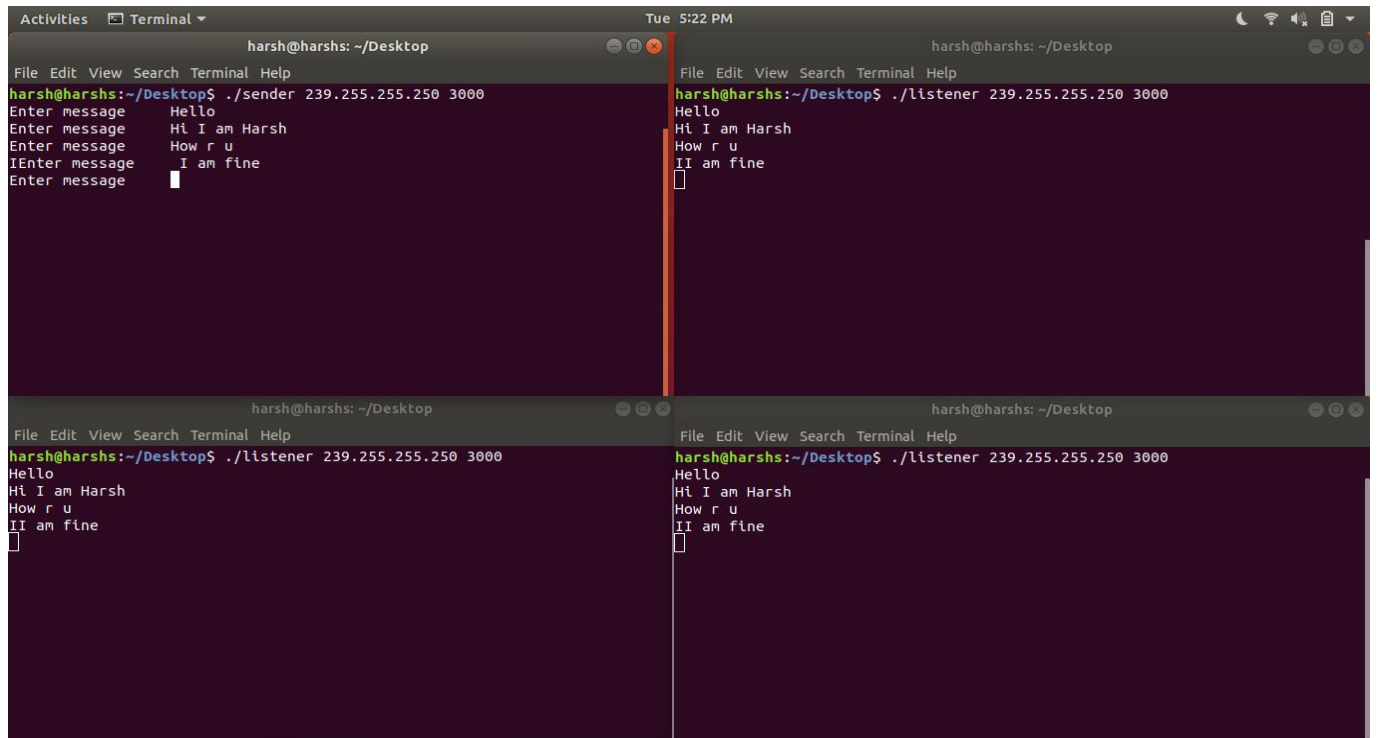
UDP Server-Client implementation with multiple listeners in C

Socket programming is a way of connecting two nodes on a network to communicate with each other. One socket(node) listens on a particular port at an IP, while another socket reaches out to the other to form a connection. The server forms the listener socket while the client reaches out to the server. TCP/IP provides end-to-end connectivity specifying how data should be formatted, addressed, transmitted, routed, and received at the destination can be used on the internet, and in stand-alone private networks, it is organized into layers.

In this practical, we learned about multicast IPs and their use in socket programming. Through this, we were able to register various listeners to a single host, who were able to listen to the message sent by the host simultaneously. For every message sent by the host, we prompt the user for input and the listeners were able to print the same message simultaneously.

Conclusion

Through this practical application, we learned about UDP and implemented a basic listener and sender configuration like that of a whatsapp group.