



AIM: To implement your own ping program

Server.py:

import socket

def start_server(host = '127.0.0.1', port = 12345):

with socket.socket(socket.AF_INET, socket.SOCK_DGRAM) as s:

s.bind((host, port))

print(f"UDP Server running on {host}:{port}")

while True:

data, addr = s.recvfrom(1024)

print(f"Received message from {data} : {data.decode()}")

s.sendto(b'pong', addr)

if name == "__main__":

start_server()

Client.py:

import socket

import time

def ping_server(host = '127.0.0.1', port = 12345):

with socket.socket(socket.AF_INET, socket.SOCK_DGRAM) as s:

try:

s.sendtimeout(b'ping', 2)

start = time.time()

s.sendto(b'ping', (host, port))

except socket.timeout:

print("Request timed out")

If name == "main":
ping - server C2

Output: server.py

UDP server running on 127.0.0.1: 12345

Received message from C'127.0.0.1', 530092: ping

Output: client.py

Received ping from C'127.0.0.1', 12345 in 0.00 seconds

Result:

Thus the ping program is executed successfully and the output is verified.