Socket Programming: Assignment: 2 UDP Pinger

The attached UDP Client program ping the given server for 10 times. It pings the server with the "Ping <sequence number>" and print the same message with the time when the request sent. It waits for one second for the response from the server. If the program receives the response from server which is the capitalized version of the same message client sent, then it outputs the response with respective ping number and the time when packet received. The program also calculates the round trip time. If it does times out then it will print the "timed out" message and continue with the next ping. Screenshot shown below:

