Simple client/server UDP packets sender/receiver core module. Research test before performance measurement module.

Help:

Use: -s for Server mode
Use: -c for Client mode
Use: -a for target IP address

Use: -p for listening/send port number Use: -n for number of bytes to be sent

Example Server: ./TinyNetPerf -a 127.0.0.1 -p 2020 -s

```
janusz@Tyrell:~/Documents/tinynetperf_beta/TinyNetPerf/Build$ ./TinyNetPerf.x86 -a 127.0.0.1 -p 2020 -s
INFO: socket domain set to IPv4 Internet protocols
Set the datagrams socket type
SUCCESS: Socket created
SUCCESS: Socket file descriptor set
SUCCESS: Socket file descriptor created and set
SUCCESS: Address family is valid
INFO: Port number is valid
SUCCESS: Address is valid
SUCCESS: Address is valid
SUCCESS: AddressIn struct set
INFO: [ServerUdp] Udp client set up successfully
SUCCESS: Socket binded
SUCCESS: Socket binded
INFO [ServerUdp] Server started listening in loop..
```

## Example Client: ./TinyNetPerf -a 127.0.0.1 -p 2020 -n 1000 -c

```
| INFO: [ClientUdp] 1809 bytes sent | INFO: [ClientUdp] 1803 bytes received | INFO: [ServerUdp] 1803 bytes received | INFO
```