1. Write a Socket Program in Java to implement a UDP Echo Server.
2. Write a client-server program using UDP socket programming to implement a Searching server. The client sends a series of numbers to the server and another number to find among the series of numbers send previously. The server searches the element in the list of numbers available to the server and responds to the client with the appropriate information based on the searching result. Name the client "SearchingClient" and the server "SearchingServer". Necessary Classes and Methods: DatagramSocket, DatagramPacket, DataInputStream, DataOuputStream.
3. Write a client-server program using UDP socket programming to implement a Salary server. The client sends the base salary, house rent, and incentive percentage of an employee information to the server. The server computes the total salary of the employee based on the given input and sends the result back to the client. Name the client "SalaryClient" and the server "SalaryServer". Necessary Classes and Methods: DatagramSocket, DatagramPacket, DataInputStream, DataOuputStream.

Useful Classes and Methods:

StringTokenizer Class

StringTokenizer(String str)	It creates StringTokenizer with specified string.
StringTokenizer(String str, String delim)	It creates StringTokenizer with specified string and delimiter.

StringTokenizer Methods

boolean hasMoreTokens()	It checks if there is more tokens available.
String nextToken()	It returns the next token from the StringTokenizer object.
String nextToken(String delim)	It returns the next token based on the delimiter.

Integer.parseInt() Method

parseInt (String s)	This method returns the integer value which is represented by the argument in decimal equivalent.