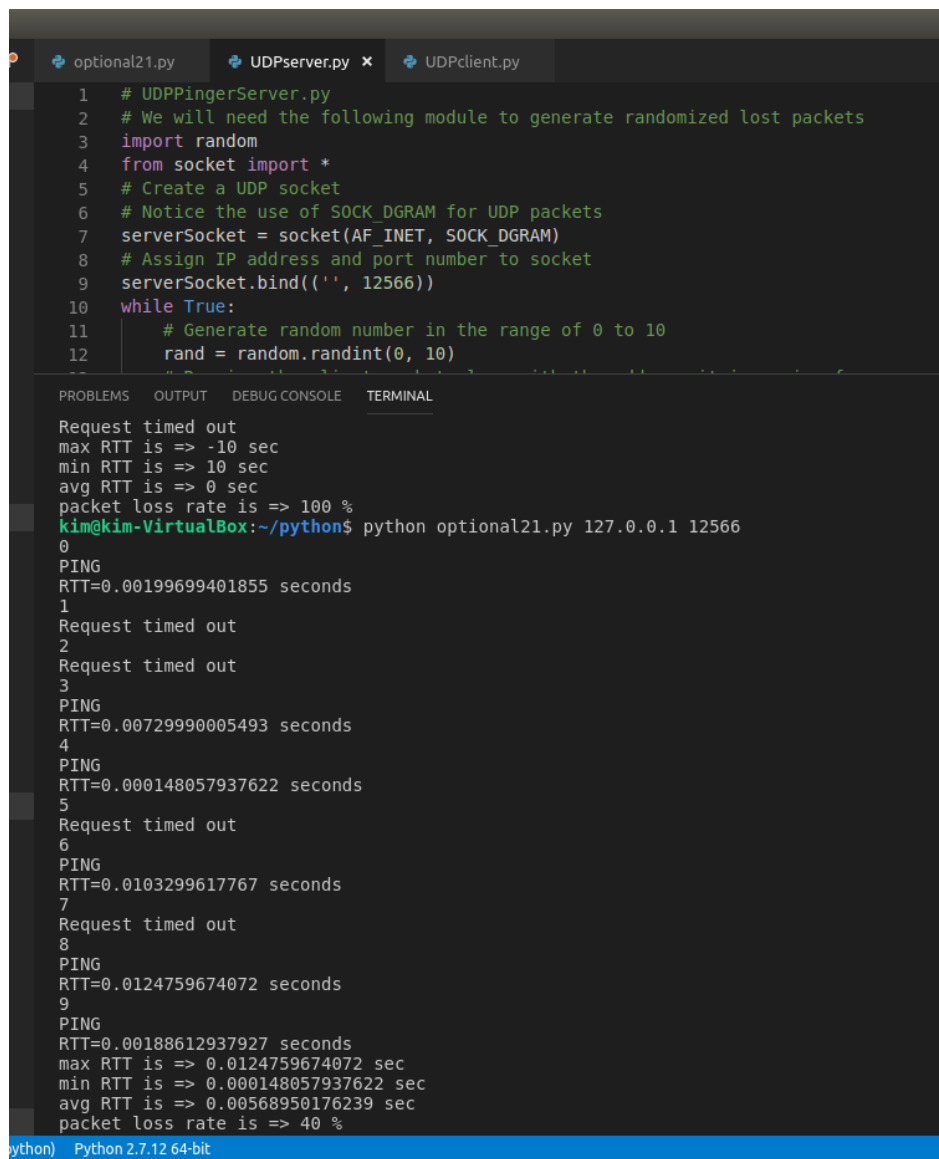


開啓server端，之後在run client 端
可以得到rtt max 跟 min 還有avg 跟packet loss rate



The image shows a code editor with three tabs: optional21.py, UDPServer.py, and UDPClient.py. The UDPServer.py tab is active, displaying the following Python code:

```
1 # UDPPingerServer.py
2 # We will need the following module to generate randomized lost packets
3 import random
4 from socket import *
5 # Create a UDP socket
6 # Notice the use of SOCK_DGRAM for UDP packets
7 serverSocket = socket(AF_INET, SOCK_DGRAM)
8 # Assign IP address and port number to socket
9 serverSocket.bind('', 12566)
10 while True:
11     # Generate random number in the range of 0 to 10
12     rand = random.randint(0, 10)
```

Below the code editor is a terminal window with the following output:

```
Request timed out
max RTT is => -10 sec
min RTT is => 10 sec
avg RTT is => 0 sec
packet loss rate is => 100 %
kim@kim-VirtualBox:~/python$ python optional21.py 127.0.0.1 12566
0
PING
RTT=0.00199699401855 seconds
1
Request timed out
2
Request timed out
3
PING
RTT=0.00729990005493 seconds
4
PING
RTT=0.000148057937622 seconds
5
Request timed out
6
PING
RTT=0.0103299617767 seconds
7
Request timed out
8
PING
RTT=0.0124759674072 seconds
9
PING
RTT=0.00188612937927 seconds
max RTT is => 0.0124759674072 sec
min RTT is => 0.000148057937622 sec
avg RTT is => 0.00568950176239 sec
packet loss rate is => 40 %
```

The terminal window also shows the command prompt and the command used to run the server: `python optional21.py 127.0.0.1 12566`. The status bar at the bottom indicates the environment is Python 2.7.12 64-bit.