

# **Net-centric Programming**

## **Lab: UDP Socket**

### **I. Objective:**

- Get familiar with UDP Socket Programming using Golang

### **II. Questions:**

To build a chat application using udp sockets, the application includes one server and multiple clients.

Server: server receives various incoming clients' requests. It stores the information of the clients i.e. IP address and name in a list. Whenever a client logs out, it deletes that particular client entry from its list and updates accordingly.

Client: It first registers itself by sending its username to the server. Client can send a private message to a particular user by using the command @<username> or send a message to all user using @all

**The end.**