

Running the pinger

Follow these steps:

- first run the server code (where 30% of the client's packets are simulated to be lost);
- Run the client code that send ping messages using UDP, print the response from the server (if any) and calculate the RTT (round trip time)
- The pinger test can be done by running the UDPpingerServer.py program (sending packets to a local google server, e.g. 64.233.167.99, if needed change to localhost or 127.0.0.1)