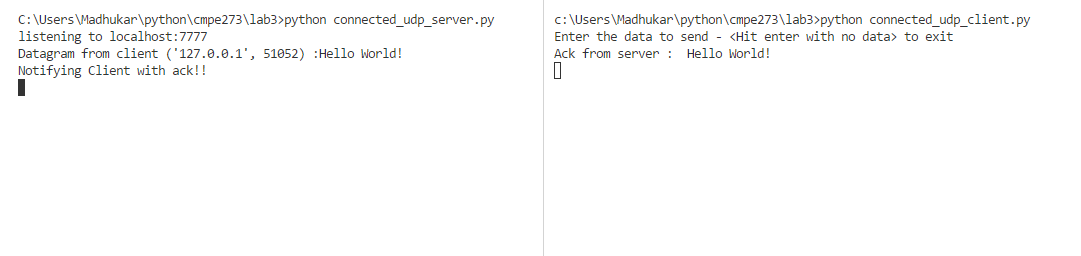
**Results**

Question - What happened when you send message from client in Multicast UDP when server is not available?

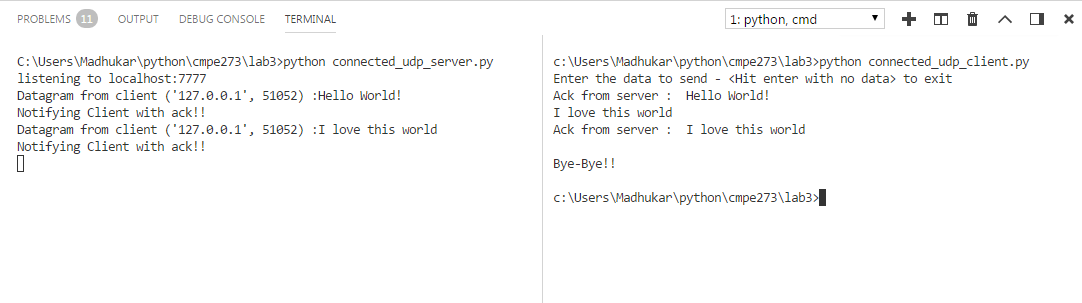
Ans - The clients were able to communicate to each other without the server, because in Multicast there is no server/client differentiation at the protocol level.

Connected UDP –

As soon as the server starts –



On typing some data in the client and exiting–



**Multicast UDP –**

