

Computer networks lab6

PingClient

The first program is for client server and to capture the time delays for 10 requests.

Firstly created a datagram packet for sending and receiving udp packets through the port specified and is set in while loop until 10 responses are sent. The time delay is sent in milli seconds

Sending the Ping datagram to the specified server. Try to receive the packet - but it can fail (timeout).

PingClient1 and PingClient2

Created a datagram socket for receiving and sending UDP packets through the port specified on the command line.

Convert the message into arrays

Sending the datagram into buffer

Calculate the responses

wrap the byte array output stream in an input stream reader,
so you can read the data as a stream of characters.

And then print the host address and data received from it.

