**Lab 3:**

**Without Server Connected**

When sending message from client to server without server in connected mode, invokes connectionRefused() method and gives the below message,

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**With Server Connected**

Data is received and displayed when we run Connected Client with Server

**Untitled:Users:macbookair:Desktop:Screen Shot 2018-09-23 at 9.59.01 PM.png**

**Multicast Without Server**

When sending message from client to server without server in Multicast mode, the Datgram received message is displayed once from the client side

**Untitled:Users:macbookair:Desktop:Screen Shot 2018-09-23 at 8.36.04 PM.png**

**With Server Multticsat**

Data is displayed two times when the server is on forMultiCastClient