

Exp : 13

Aim

To implement your own ping program

Algorithm

UDP Server

- Create UDP socket & bind it to a specific address & port
- Wait for message
- Print message & client's address
- Send back pong to client

UDP Client

- Create UDP socket & set a sec timeout
- Send ping to server

Code

server.py

```
import socket
```

```
def start_server(host='127.0.0.1', port=12345):
```

```
    try:
```

```
        set_time(2)
```

```
        start = time.time()
```

```
        send_to(b'ping', (host, port))
```

```
        data, addr = S.recvfrom(1024)
```

```
        end = time.time()
```

```
if __name__ == "__main__":
```

```
    start_server()
```

## Output

terminal

python source.py

UDP server running

on 127.0.0.1:12345

Received message from

127.0.0.1, 5001:msg

terminal

> python client.py

Received pong from (127.0.0.1, 12345) in 0.00 seconds

## Result

thus a ping program has been executed  
successfully