This document goes into brief detail of the client of a UDP server java program. The client takes in two arguments at the command line interface. The first argument being the host to communicate with and the second being the port number to communicate on. When the program initially loads it checks to see if there are at least 2 arguments, if not than there was improper inputs. It then sets the hostname to a string and the port to an integer. An internet address is created from getting the IP of the hostname. After that a datagram socket is created to communicate to the server over a specified port. A loop is then created to send 10 data messages including a ping ID number and timestamp along with some text. In the loop a data packet is created and sent over the socket. As the packet is sent the program waits for a response. If no response is heard after 1 second it errors out and moves on to the next data packet to be sent over the socket. If a packet is received and it is the same as the packet that was originally sent then the response was good. If they were different, then text is displayed stating it was not the same simulating an error. After all 10 packets are sent and accounted for either by receiving them or throwing an exception, the socket is then closed.