CS-GY 6843 Wireshark Socket Programming 2

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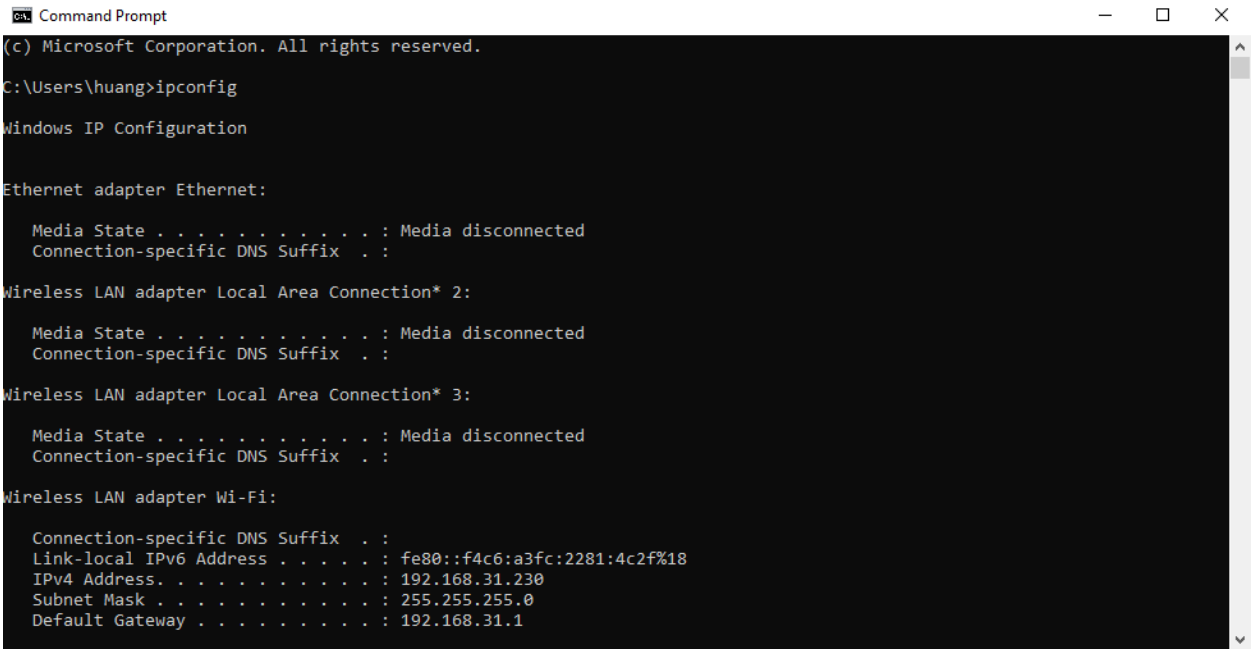

```
UDPClientSocket = socket(family=AF_INET, type=SOCK_DGRAM)
UDPClientSocket.settimeout(1)
server_addr = (host, port)
resps = []
```

1. Create the client socket and set the type as UDP.
2. Set the time out to 1 second.
3. Create server address and port tuple.
4. Create an empty list to store future responds from server.

```
try:
 start_time = time.time()
 message = "Ping " + str(seq) + " " + str(start_time)
 UDPClientSocket.sendto(message.encode(), server_addr)
 data, server = UDPClientSocket.recvfrom(4096)
 resps.append((seq,data.decode(),float(data.decode().split()[3]) - float(data.decode().split()[2])))
 # Fill in end
except timeout:
    resps.append((seq,"Request timed out",0))
    print("Ping " + str(seq) + " request timed out")
```

1. For each iteration, record client's send time
2. Create message to send to the server
3. Send the message through the socket
4. Receive responds from the server
5. Store sequence number, server respond and calculated rtt to the list if got a respond
6. If timed out, store the timed out information in the list.

The extra credit Ping Statistics was completed in file <client_exercise1.py>.