



SIDDAGANGA INSTITUTE OF TECHNOLOGY, TUMKUR-03

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

NETWORK PROGRAMMING LAB (7CSL01)

Program No.		Date:		
Student Name:		USN:		Batch No:
Evaluation:				
Observation writing and File maintenance (10 Marks)	Clarity in concepts (05 Marks)	Implementation and execution of the program (10 Marks)	Viva (10 Marks)	Total (35 Marks)
Sl.No	Name of the Faculty In-Charge			Signature
1.				
2.				

Question No. 5

Using UDP, write a client - server program, to exchange messages between client and the server.

Pre-requisite

In UDP client does not form a connection with server .It just sends the datagram,.

UDP Server :

1. Create UDP socket.
2. Bind the socket to server address.
3. Wait until datagram packet arrives from client.
4. Process the datagram packet and send a reply to client.
5. Go back to Step 3.

UDP Client :

1. Create UDP socket.Send message to server.
2. Wait until response from server is recieved.
3. Process reply and go back to step 2, if necessary.
4. Close socket descriptor and exit.

