

1.Generate the CRC for a given 10 bit data word and a divisor of 4 bit.

```
#include<stdio.h>
void main()
{
    int i,j,k;
    int dw[10],div[4],crc[3],dw1[10];
    printf("\n Enter the data word- ");
    for(i=0;i<10;i++)
    {
        scanf("%d",&dw[i]);
        dw1[i]=dw[i];
    }
    printf("\n Enter the divisor- ");
    for(i=0;i<4;i++)
    {
        scanf("%d",&div[i]);
    }
    for(i=10;i<14;i++){
        dw[i]=0;
    }
    for(i=0;i<10;i++)
    {
        k=i;
        if(dw[i]==1)
            for(j=0;j<4;j++)
            {
                if(dw[k]==div[j]){
                    dw[k]=0;
                    crc[j]=0;
                }
                else{
                    dw[k]=1;
                    crc[j]=1;
                }
                k++;
            }
    }
    printf("\n crc=");
    for(i=0;i<4;i++)
    {
        printf("%d",crc[i]);
    }
    printf("\n message to send- ");
    for(i=0;i<10;i++)
    {
        printf("%d",dw1[i]);
    }
    for(i=0;i<4;i++)
    {
        printf("%d",crc[i]);
    }
```

```

}
printf("\n");}

```

```

soumik@soumik-vm: ~/Desktop/CN_lab
soumik@soumik-vm:~/Desktop/CN_lab$ gcc q1.c -o q1
soumik@soumik-vm:~/Desktop/CN_lab$ ./q1

Enter the data word- 1
0
1
0
0
0
0
0
0
0
0

Enter the divisor- 1
0
0
1

crc=0011
message to send- 10100000000011
soumik@soumik-vm:~/Desktop/CN_lab$ S

```

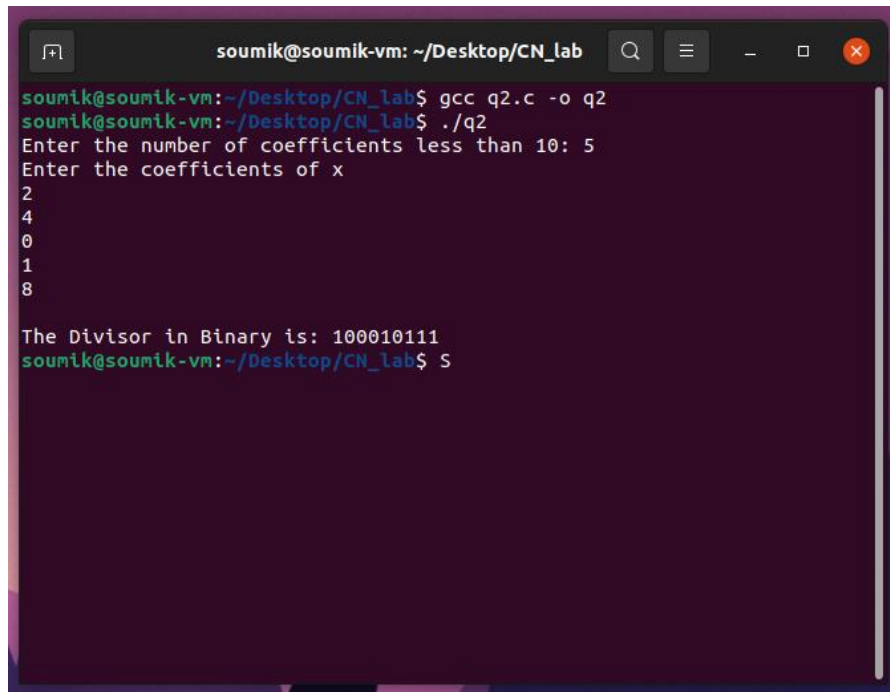
2.Generate the binary form of divisor to be used for CRC generation, while the divisor polynomial is taken as input

```

#include<stdio.h>
#include<string.h>
void main()
{
    char big=0;
    int i,c[10]={0}, n,pos;

    printf("Enter the number of coefficients less than 10: ");
    scanf("%d",&n);
    printf("Enter the coefficients of x");
    printf("\n");
    for(i=0; i<n; i++){
        scanf("%d",&pos);
        if(big<pos){
            big=pos;
        }
        c[pos]=1;
    }
    printf("\nThe Divisor in Binary is: ");
    for(i=big; i>=0; i--){
        printf("%d",c[i]);
    }
    printf("\n");
}

```

A screenshot of a terminal window with a dark purple background. The window title is "soumik@soumik-vm: ~/Desktop/CN_lab". The terminal shows the following commands and output:

```
soumik@soumik-vm:~/Desktop/CN_lab$ gcc q2.c -o q2
soumik@soumik-vm:~/Desktop/CN_lab$ ./q2
Enter the number of coefficients less than 10: 5
Enter the coefficients of x
2
4
0
1
8

The Divisor in Binary is: 100010111
soumik@soumik-vm:~/Desktop/CN_lab$
```

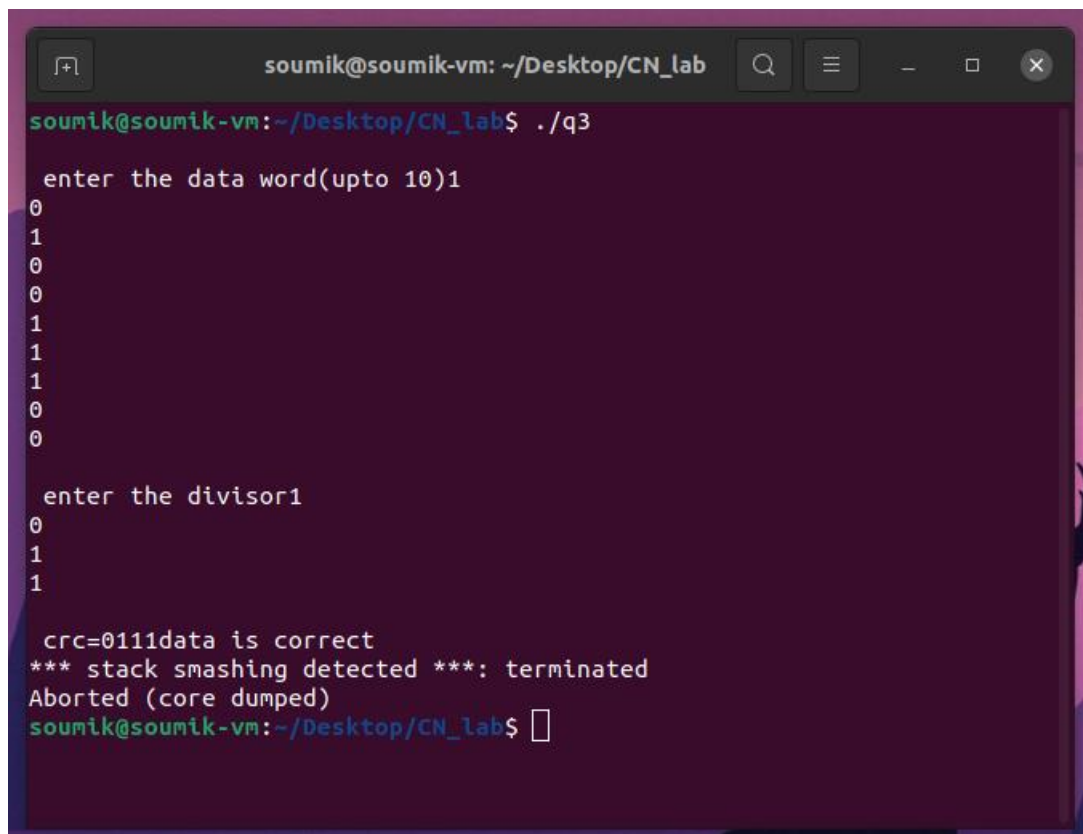
3. Check the received data is acceptable at receiver end or not using for CRC checking algorithm for a given pair of divisor and received data bit pattern

```
#include<stdio.h>
void main()
{
    int i,j,k,flag;
    int dw[10],div[4],crc[3];
    printf("\n enter the data word(upto 10)");
    for(i=0;i<10;i++)
    {
        scanf("%d",&dw[i]);
    }
    printf("\n enter the divisor");
    for(i=0;i<4;i++)
    {
        scanf("%d",&div[i]);
    }
    for(i=10;i<14;i++){
        dw[i]=0;
    }
    for(i=0;i<10;i++)
    {
        k=i;
```

```

if(dw[i]==1)
for(j=0;j<4;j++)
{
    if(dw[k]==div[j]){
        dw[k]=0;
        crc[j]=0;
    }
    else{
        dw[k]=1;
        crc[j]=1;
    }
    k++;
}
}
printf("\n crc=");
for(i=0;i<4;i++)
{
    printf("%d",crc[i]);
}
for(i=0;i<4;i++)
{
    if(crc[i]==1)
    flag=1;
    break;
}
if(flag==1)
printf("data word is corrupted");
else
printf("data is correct");
printf("\n");
}

```



```

soumik@soumik-vm: ~/Desktop/CN_lab
soumik@soumik-vm:~/Desktop/CN_lab$ ./q3

enter the data word(upto 10)1
0
1
0
0
1
1
1
0
0

enter the divisor1
0
1
1

crc=0111data is correct
*** stack smashing detected ***: terminated
Aborted (core dumped)
soumik@soumik-vm:~/Desktop/CN_lab$ 

```

COMPUTER NETWORK LAB ASSIGNMENT-2

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CSE-1, 3rd Yr

→ Write an implementation of a simple TCP connection and display the IP address and PORT of the client connecting

server.c

```
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<arpa/inet.h>
#include<netdb.h>
#include<unistd.h>
#include<string.h>
#include<stdio.h>

#define SERVER_ADDR "192.168.117.128"
#define SERVER_PORT 15678

int main()
{
    int sd,newsd,cli_len,n;
    struct sockaddr_in cli_addr,serv_addr;
    bzero((char*) &serv_addr,sizeof(serv_addr));
    serv_addr.sin_family = AF_INET;
    serv_addr.sin_addr.s_addr =inet_addr(SERVER_ADDR);
    serv_addr.sin_port = htons(SERVER_PORT);
    sd=socket(AF_INET,SOCK_STREAM,0);

    printf("\n Successfully created stream socket");
    bind(sd,(struct sockaddr*)&serv_addr,sizeof(cli_addr));
    printf("\n Local Port Bound Successfully!!");
    listen (sd,2);

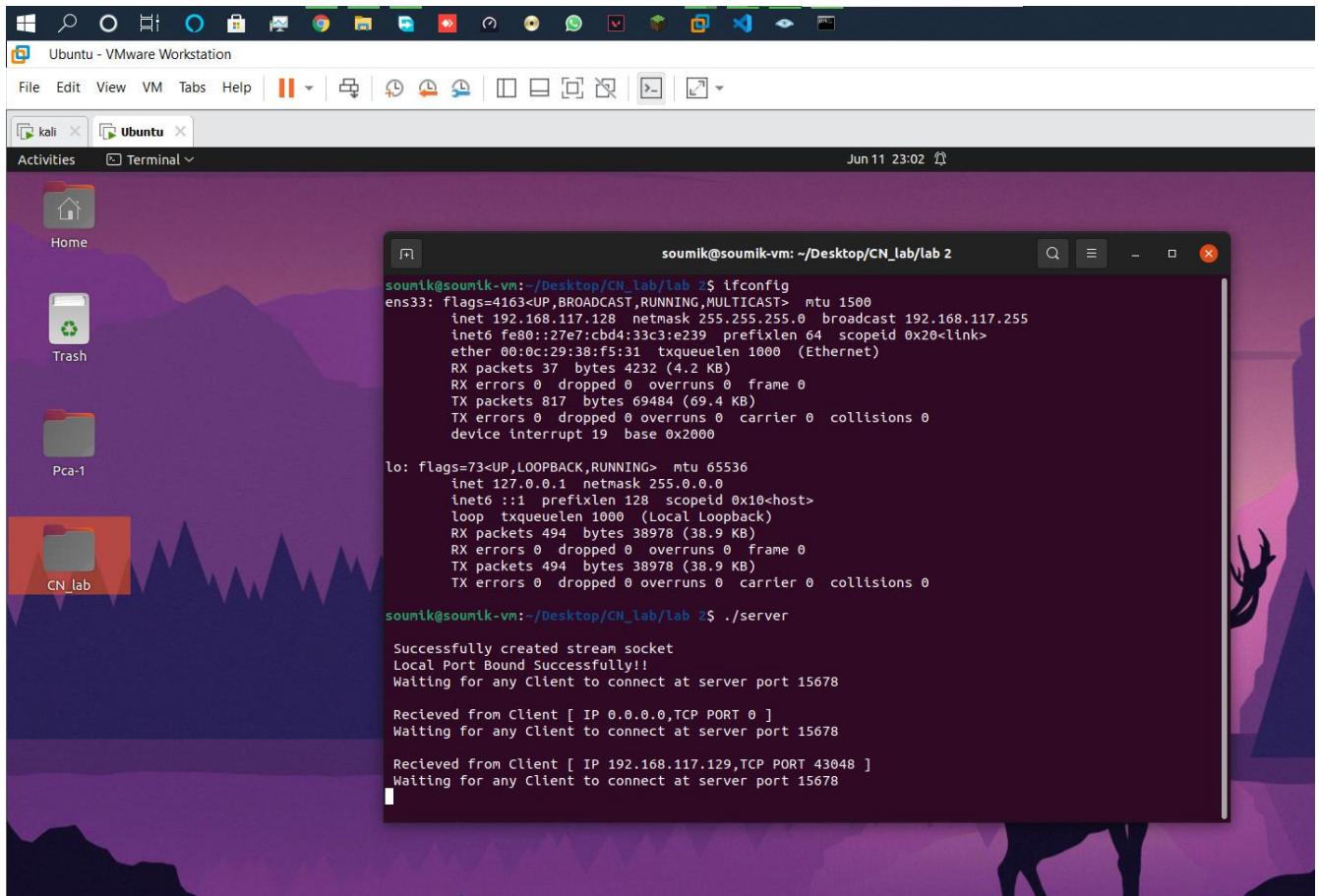
    while(1)
    {
        printf("\n Waiting for any Client to connect at server port %u \n",SERVER_PORT);
        newsd = accept (sd,(struct sockaddr*)&cli_addr,&cli_len);
        printf("\n Recieved from Client [ IP %s,TCP PORT %d ]",inet_ntoa(cli_addr.sin_addr),ntohs(cli_addr.sin_port));
        close(newsd);
    }

    close(sd);
    printf("\n\n");
}
```

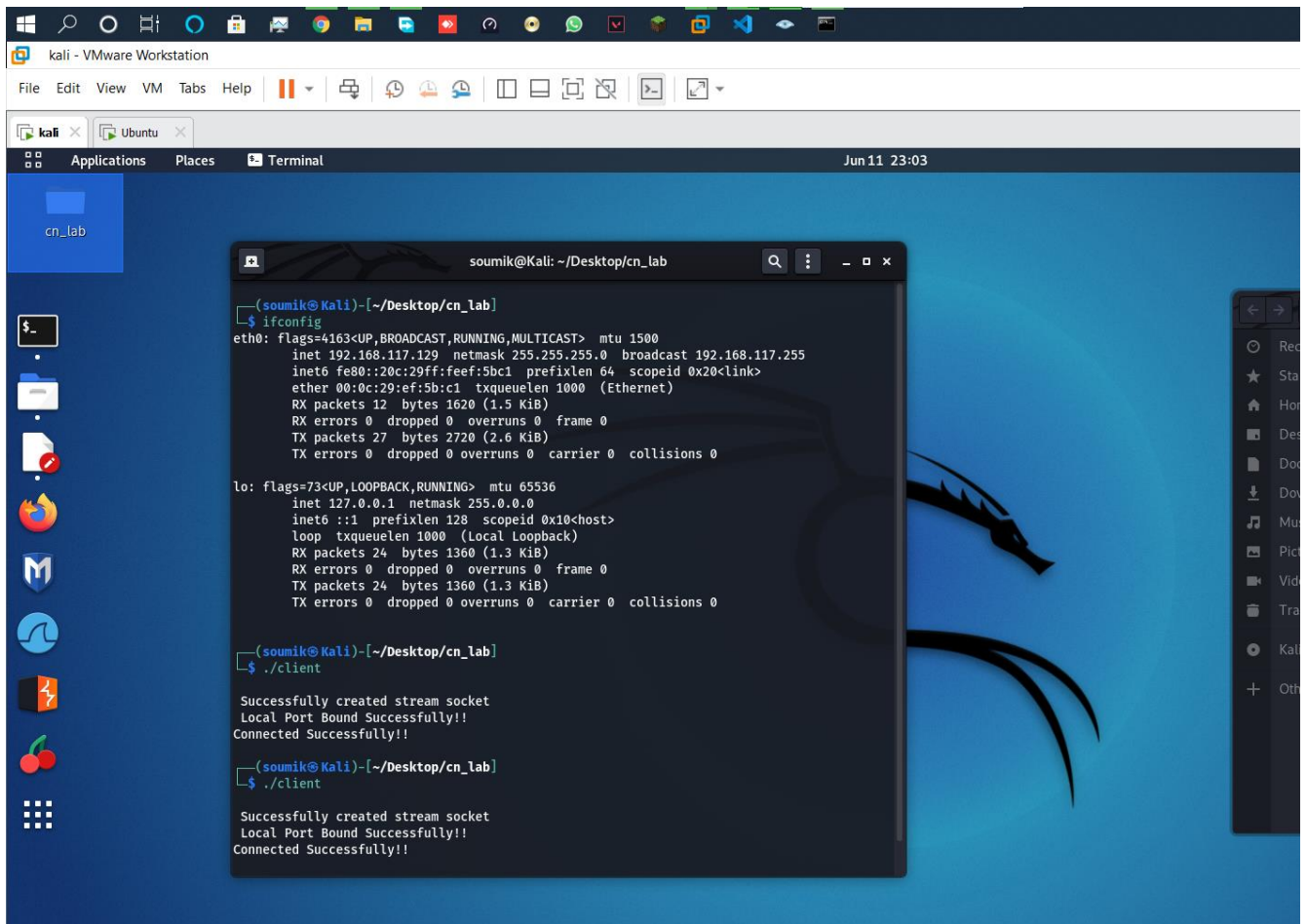
client.c

```
#include<sys/types.h>  
#include<sys/socket.h>  
#include<netinet/in.h>  
#include<arpa/inet.h>  
#include<netdb.h>  
#include<unistd.h>  
#include<string.h>  
#include<stdio.h>  
  
#define SERVER_ADDR "192.168.117.128"  
#define SERVER_PORT 15678  
#define CLIENT_ADDR "192.168.117.129"  
#define CLIENT_PORT 15678  
  
int main()  
{  
int sd;  
struct sockaddr_in serv_addr,cli_addr;  
bzero((char*)&cli_addr,sizeof(cli_addr));  
bzero((char*)&serv_addr,sizeof(serv_addr));  
  
serv_addr.sin_family = AF_INET;  
serv_addr.sin_addr.s_addr =inet_addr(SERVER_ADDR);  
serv_addr.sin_port = htons(SERVER_PORT);  
  
cli_addr.sin_family = AF_INET;  
cli_addr.sin_addr.s_addr =inet_addr(CLIENT_ADDR);  
cli_addr.sin_port = htons(CLIENT_PORT);  
sd=socket(AF_INET,SOCK_STREAM, 0);  
  
printf("\n Successfully created stream socket");  
bind(sd,(struct sockaddr*)&cli_addr,sizeof (cli_addr));  
printf("\n Local Port Bound Successfully!!");  
connect(sd,(struct sockaddr*)&serv_addr,sizeof(serv_addr));  
printf("\nConnected Successfully!!");  
close(sd);  
}
```

server.c



client.c



→ Write program using sockets to implement an Echo-Server.

server.c

```
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<arpa/inet.h>
#include<netdb.h>
#include<unistd.h>
#include<string.h>
#include<stdio.h>
#include<math.h>

#define SERVER_ADDR "192.168.117.128"
#define SERVER_PORT 15678
#define MAX_MSG 100

int main()
{
    int sd,newsd,cli_len,n;
    char line[MAX_MSG];
    struct sockaddr_in cli_addr,serv_addr;
    bzero((char*) &serv_addr,sizeof(serv_addr));
    serv_addr.sin_family = AF_INET;
    serv_addr.sin_addr.s_addr =inet_addr(SERVER_ADDR);
    serv_addr.sin_port = htons(SERVER_PORT);
    sd=socket(AF_INET,SOCK_STREAM, 0);

    printf("Successfully created stream socket\n");
    bind(sd,(struct sockaddr*)&serv_addr,sizeof (serv_addr));
    printf("Local Port Bound Successfully!!\n");
    listen (sd,1);

    while(1)
    {
        fflush(stdin);
        printf("Waiting for any Client to connect at server port. . . %u \n",SERVER_PORT);
        newsd = accept (sd,(struct sockaddr*)&cli_addr,&cli_len);
        fflush(stdin);

        do
        {
            fflush(stdin);
            memset(line,0x0,MAX_MSG);
            n=recv(newsd,line,(strlen(line)+1),0);
            line[n]='\n';
```



```

printf("Recieved from HOST : %s\n",line);
send(newsd,line,strlen(line)+1,0);
fflush(stdin);
}while(strcmp(line,"quit"));

printf("CLOSING connection with host. . .\n");
close(newsd);
printf("\n\n");
return 0;
}
}

```

client.c

```

#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<arpa/inet.h>
#include<netdb.h>
#include<unistd.h>
#include<string.h>
#include<stdio.h>

#define SERVER_ADDR "192.168.117.128"
#define SERVER_PORT 15678
#define CLIENT_ADDR "192.168.117.129"
#define CLIENT_PORT 15678
#define MAX_MSG 100

int main()
{
int sd,n,newsd;
char line[MAX_MSG],line1[MAX_MSG];
struct sockaddr_in serv_addr,cli_addr;

bzero((char*) &serv_addr,sizeof(serv_addr));

serv_addr.sin_family = AF_INET;
serv_addr.sin_addr.s_addr =inet_addr(SERVER_ADDR);
serv_addr.sin_port = htons(SERVER_PORT);
bzero((char*) &cli_addr,sizeof(cli_addr));

cli_addr.sin_family = AF_INET;
cli_addr.sin_addr.s_addr =inet_addr(CLIENT_ADDR);
cli_addr.sin_port = htons(CLIENT_PORT);
sd=socket(AF_INET,SOCK_STREAM, 0);

```

```
fflush(stdin);
printf("Successfully created socket\n");
bind(sd,(struct sockaddr*)&cli_addr,sizeof(cli_addr));
printf("Port Bound Successfully!!\n");
connect(sd,(struct sockaddr*)&serv_addr,sizeof(serv_addr));
printf("Connected Successfully!!\n");
fflush(stdin);
```

```
do
{
printf("Enter a string to send to SERVER . . .\n");
scanf("%s",line);
send(sd,line,(strlen(line)+1),0);
memset(line1,0x0,MAX_MSG);
n=recv(sd,line1,MAX_MSG,0);
line1[n]='\n';
printf("Recieved from SERVER : %s\n",line1);
fflush(stdin);
}while(strcmp(line1,"quit"));
```

```
close(newsd);
printf("\n\n");
return 0;
}
```

server.c

```
soumik@soumik-vm: ~/Desktop/CN_lab/lab 3
soumik@soumik-vm:~/Desktop/CN_lab/lab 3$ gcc server.c -o server
soumik@soumik-vm:~/Desktop/CN_lab/lab 3$ ./server
Successfully created stream socket
Local Port Bound Successfully!!
Waiting for any Client to connect at server port. . . 15678
Recieved from HOST : a

Recieved from HOST : p

Recieved from HOST : p

Recieved from HOST : l

Recieved from HOST : e

Recieved from HOST :
Recieved from HOST : s

Recieved from HOST : a

Recieved from HOST : m

Recieved from HOST : s

Recieved from HOST : u

Recieved from HOST : n

Recieved from HOST : g

Recieved from HOST :
Recieved from HOST : x

Recieved from HOST : i

Recieved from HOST : a

Recieved from HOST : o

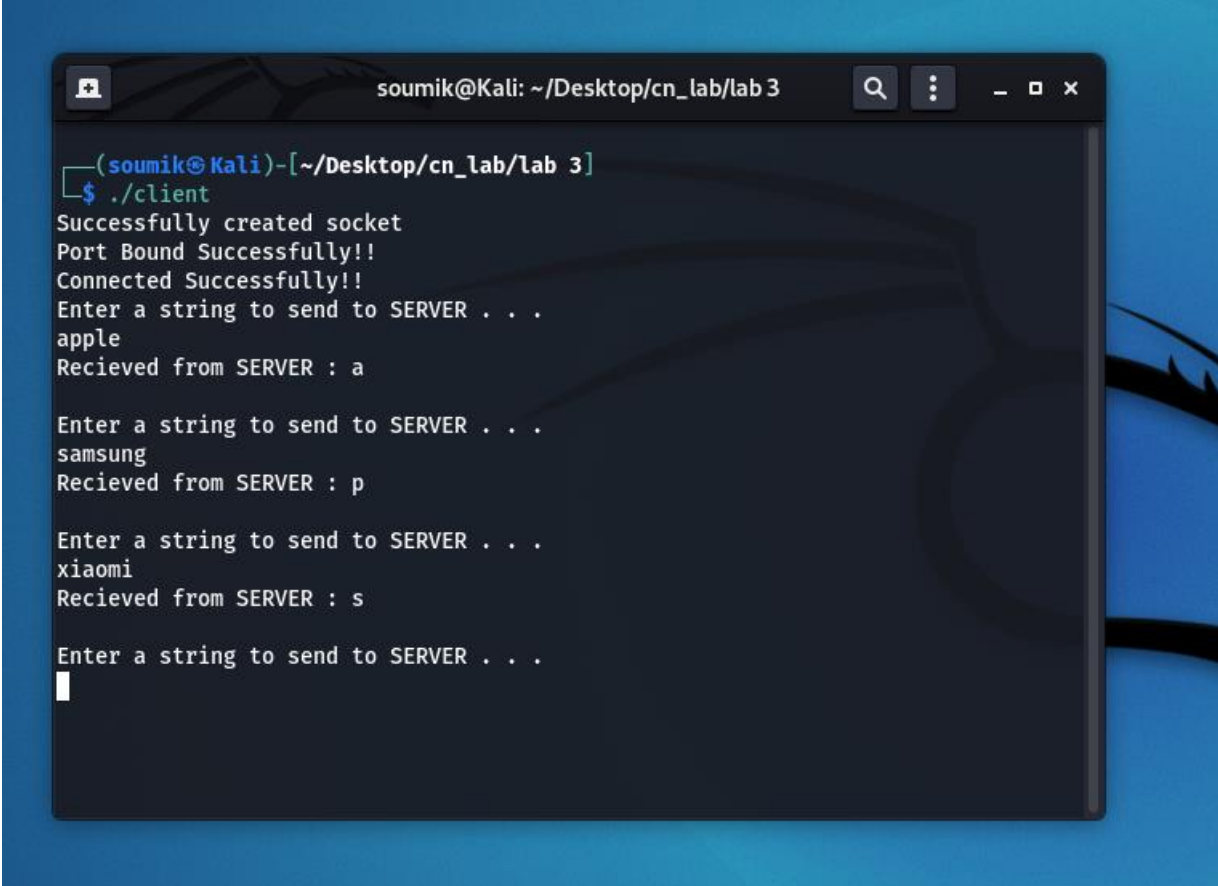
Recieved from HOST : m

Recieved from HOST : i

Recieved from HOST :

```

client.c

A terminal window titled 'soumik@Kali: ~/Desktop/cn_lab/lab 3' with standard window controls. The terminal shows the execution of a program named 'client'. The output indicates successful socket creation, port binding, and connection. It then shows three iterations of sending a string to the server and receiving a response. The first iteration sends 'apple' and receives 'a'. The second iteration sends 'samsung' and receives 'p'. The third iteration sends 'xiaomi' and receives 's'. The prompt 'Enter a string to send to SERVER . . .' is shown again at the end.

```
(soumik@Kali)-[~/Desktop/cn_lab/lab 3]
$ ./client
Successfully created socket
Port Bound Successfully!!
Connected Successfully!!
Enter a string to send to SERVER . . .
apple
Recieved from SERVER : a

Enter a string to send to SERVER . . .
samsung
Recieved from SERVER : p

Enter a string to send to SERVER . . .
xiaomi
Recieved from SERVER : s

Enter a string to send to SERVER . . .
█
```

→ Write C programs for both server and client using UDP socket, so that the message sent by the client is received at server's end and displayed .

server.c

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <string.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <arpa/inet.h>
#include <netinet/in.h>

#define PORT 8080
#define MAXLINE 100
#define SERVER_ADDR "192.168.92.129"

int main()
{
    int sockfd;
    char buffer[MAXLINE];

    struct sockaddr_in servaddr, cliaddr;
    memset(&servaddr, 0, sizeof(servaddr));
    memset(&cliaddr, 0, sizeof(cliaddr));

    servaddr.sin_family = AF_INET;
    servaddr.sin_addr.s_addr = inet_addr(SERVER_ADDR);
    servaddr.sin_port = htons(PORT);

    if ( (sockfd = socket(AF_INET, SOCK_DGRAM, 0)) < 0 ) {
        perror("socket creation failed");
        exit(EXIT_FAILURE);
    }
    else
    {
        printf("\nSuccessfully created DATAGRAM socket\n");
    }

    if ( bind(sockfd, (const struct sockaddr *)&servaddr, sizeof(servaddr)) < 0 )
    {
        perror("bind failed");
        exit(EXIT_FAILURE);
    }
    else
    {
        printf("\nLocal Port Bound Successfully!!\n");
```

```

}
int len, n;
while(1)
{
len = sizeof(cliaddr);
n = recvfrom(sockfd, (char *)buffer, MAXLINE, 0, ( struct sockaddr *) &cliaddr, &len);
buffer[n] = '\0';
printf("\nData Recieved : %s", buffer);
}
return 0;
}

```

client.c

```

#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <string.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <arpa/inet.h>
#include <netinet/in.h>

#define PORT 8080
#define MAXLINE 100
#define CLIENT_ADDR "192.168.92.129"

int main()
{
int sockfd;
char buffer[MAXLINE];

struct sockaddr_in servaddr, cli_addr;

if ( (sockfd = socket(AF_INET, SOCK_DGRAM, 0)) < 0 )
{
perror("socket creation failed");
exit(EXIT_FAILURE);
}
else
{
printf("\nSuccessfully created socket!!!");
}

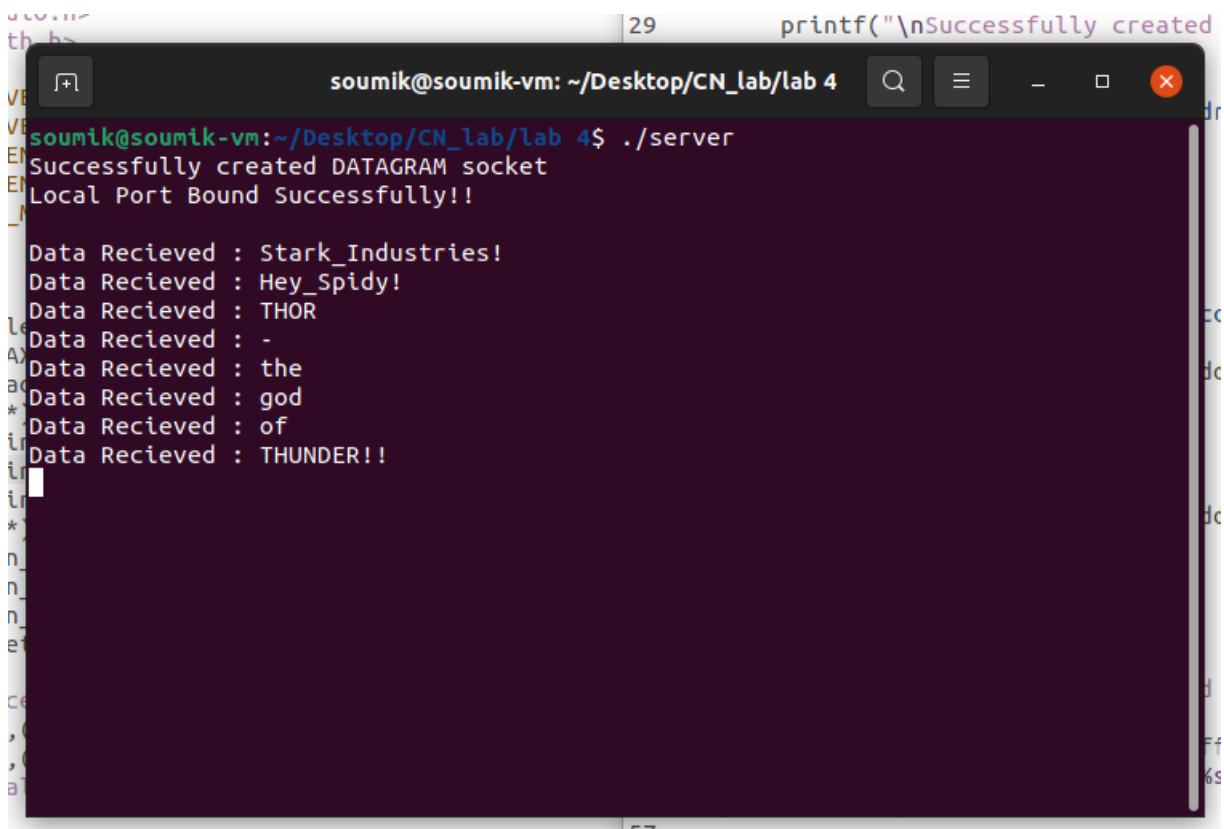
memset(&servaddr, 0, sizeof(servaddr));
servaddr.sin_family = AF_INET;
servaddr.sin_port = htons(PORT);
servaddr.sin_addr.s_addr = inet_addr(CLIENT_ADDR);
int n, len;

```

```
do
{
printf("\n\nEnter a string to send to SERVER . . . ");
scanf("%s",buffer);
sendto(sockfd, buffer, (strlen(buffer)+1),0, (const struct sockaddr *) &servaddr,sizeof(servaddr));
printf("Message Sent to server : %s",buffer);
}while(strcmp(buffer,"quit"));

printf("\n\n");
close(sockfd);
return 0;
}
```

SERVER

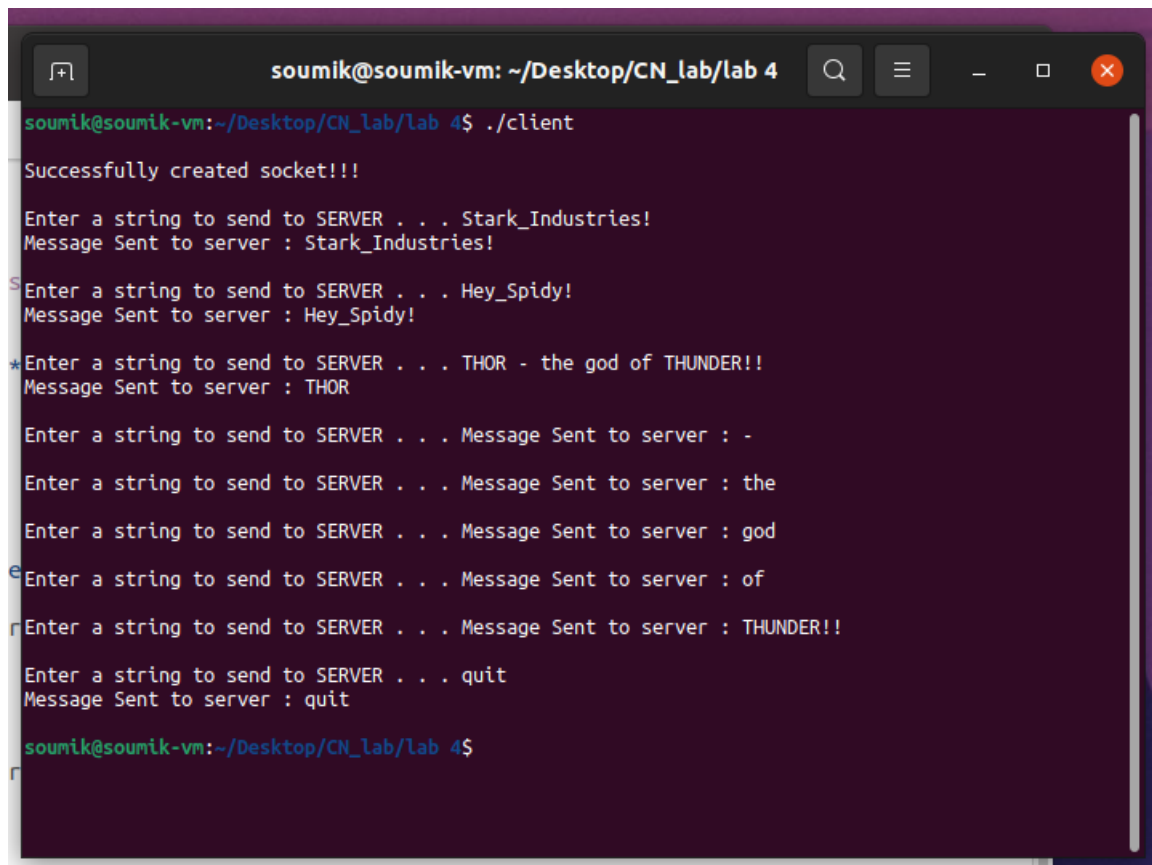


The screenshot shows a terminal window titled "soumik@soumik-vm: ~/Desktop/CN_lab/lab 4". The user has executed the command `./server`. The output of the program is as follows:

```
soumik@soumik-vm:~/Desktop/CN_lab/lab 4$ ./server
Successfully created DATAGRAM socket
Local Port Bound Successfully!!

Data Recieved : Stark_Industries!
Data Recieved : Hey_Spidy!
Data Recieved : THOR
Data Recieved : -
Data Recieved : the
Data Recieved : god
Data Recieved : of
Data Recieved : THUNDER!!
```

CLIENT

A terminal window titled 'soumik@soumik-vm: ~/Desktop/CN_lab/lab 4' with standard window controls. The terminal shows the execution of a client program. It starts with a green prompt 'soumik@soumik-vm:~/Desktop/CN_lab/lab 4\$' followed by the command './client'. The program outputs 'Successfully created socket!!!'. It then enters a loop where it prompts 'Enter a string to send to SERVER . . .' and prints 'Message Sent to server :'. The user enters several strings: 'Stark_Industries!', 'Hey_Spidy!', 'THOR - the god of THUNDER!!', and 'quit'. The program also prints some messages like 'Message Sent to server : -', 'the', 'god', 'of', and 'THUNDER!!'. The terminal ends with the green prompt 'soumik@soumik-vm:~/Desktop/CN_lab/lab 4\$' again.

```
soumik@soumik-vm:~/Desktop/CN_lab/lab 4$ ./client
Successfully created socket!!!

Enter a string to send to SERVER . . . Stark_Industries!
Message Sent to server : Stark_Industries!

S Enter a string to send to SERVER . . . Hey_Spidy!
Message Sent to server : Hey_Spidy!

* Enter a string to send to SERVER . . . THOR - the god of THUNDER!!
Message Sent to server : THOR

Enter a string to send to SERVER . . . Message Sent to server : -

Enter a string to send to SERVER . . . Message Sent to server : the

Enter a string to send to SERVER . . . Message Sent to server : god

E Enter a string to send to SERVER . . . Message Sent to server : of

r Enter a string to send to SERVER . . . Message Sent to server : THUNDER!!

Enter a string to send to SERVER . . . quit
Message Sent to server : quit

soumik@soumik-vm:~/Desktop/CN_lab/lab 4$
```


COMPUTER NETWORKING LAB ASSIGNMENT-5

Soumik Roy

12000118029

CSE-1, 3rd Yr

Write a Server and a Client Program using TCP socket for implementing chat operation between server and client until the client enters "stop" message to quit the communication. Also attach your output of both server and client end.

server.c

```
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<arpa/inet.h>
#include<netdb.h>
#include<unistd.h>
#include<string.h>
#include<stdio.h>
#include<math.h>

#define SERVER_ADDR "192.168.117.128"
#define SERVER_PORT 15678
#define MAX_MSG 100

int main()
{
    int sd,newsd,cli_len,n;
    char line[MAX_MSG];
    struct sockaddr_in cli_addr,serv_addr;
    bzero((char*) &serv_addr,sizeof(serv_addr));
    serv_addr.sin_family = AF_INET;
    serv_addr.sin_addr.s_addr =inet_addr(SERVER_ADDR);
    serv_addr.sin_port = htons(SERVER_PORT);
    sd=socket(AF_INET,SOCK_STREAM, 0);

    printf("Successfully created stream socket\n");
    bind(sd,(struct sockaddr*)&serv_addr,sizeof (serv_addr));
    printf("Local Port Bound Successfully!!\n");
    listen (sd,1);

    while(1)
    {
        fflush(stdin);
        printf("Waiting for any Client to connect at server port. . . %u \n",SERVER_PORT);
        newsd = accept (sd,(struct sockaddr*)&cli_addr,&cli_len);
        fflush(stdin);

        do
        {
            fflush(stdin);
            memset(line,0x0,MAX_MSG);
            n=recv(newsd,line,(strlen(line)+1),0);
```

```

line[n]='\n';
printf("Recieved from HOST : %s\n",line);
send(newsd,line,strlen(line)+1,0);
fflush(stdin);
}while(strcmp(line,"quit"));

printf("CLOSING connection with host. . .\n");
close(newsd);
printf("\n\n");
return 0;
}
}

```

client.c

```

#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<arpa/inet.h>
#include<netdb.h>
#include<unistd.h>
#include<string.h>
#include<stdio.h>

#define SERVER_ADDR "192.168.117.128"
#define SERVER_PORT 15678
#define CLIENT_ADDR "192.168.117.129"
#define CLIENT_PORT 15678
#define MAX_MSG 100

int main()
{
int sd,n,newsd;
char line[MAX_MSG],line1[MAX_MSG];
struct sockaddr_in serv_addr,cli_addr;

bzero((char*) &serv_addr,sizeof(serv_addr));

serv_addr.sin_family = AF_INET;
serv_addr.sin_addr.s_addr =inet_addr(SERVER_ADDR);
serv_addr.sin_port = htons(SERVER_PORT);
bzero((char*) &cli_addr,sizeof(cli_addr));

cli_addr.sin_family = AF_INET;
cli_addr.sin_addr.s_addr =inet_addr(CLIENT_ADDR);
cli_addr.sin_port = htons(CLIENT_PORT);
sd=socket(AF_INET,SOCK_STREAM, 0);

```

```
fflush(stdin);
printf("Successfully created socket\n");
bind(sd,(struct sockaddr*)&cli_addr,sizeof(cli_addr));
printf("Port Bound Successfully!!\n");
connect(sd,(struct sockaddr*)&serv_addr,sizeof(serv_addr));
printf("Connected Successfully!!\n");
fflush(stdin);
```

```
do
{
printf("Enter a string to send to SERVER . . .\n");
scanf("%s",line);
send(sd,line,(strlen(line)+1),0);
memset(line1,0x0,MAX_MSG);
n=recv(sd,line1,MAX_MSG,0);
line1[n]='\n';
printf("Recieved from SERVER : %s\n",line1);
fflush(stdin);
}while(strcmp(line1,"quit"));
```

```
close(newsd);
printf("\n\n");
return 0;
}
```

server.c

```
soumik@soumik-vm: ~/Desktop/CN_lab/lab 3
soumik@soumik-vm:~/Desktop/CN_lab/lab 3$ gcc server.c -o server
soumik@soumik-vm:~/Desktop/CN_lab/lab 3$ ./server
Successfully created stream socket
Local Port Bound Successfully!!
Waiting for any Client to connect at server port. . . 15678
Recieved from HOST : a

Recieved from HOST : p

Recieved from HOST : p

Recieved from HOST : l

Recieved from HOST : e

Recieved from HOST :
Recieved from HOST : s

Recieved from HOST : a

Recieved from HOST : m

Recieved from HOST : s

Recieved from HOST : u

Recieved from HOST : n

Recieved from HOST : g

Recieved from HOST :
Recieved from HOST : x

Recieved from HOST : i

Recieved from HOST : a

Recieved from HOST : o

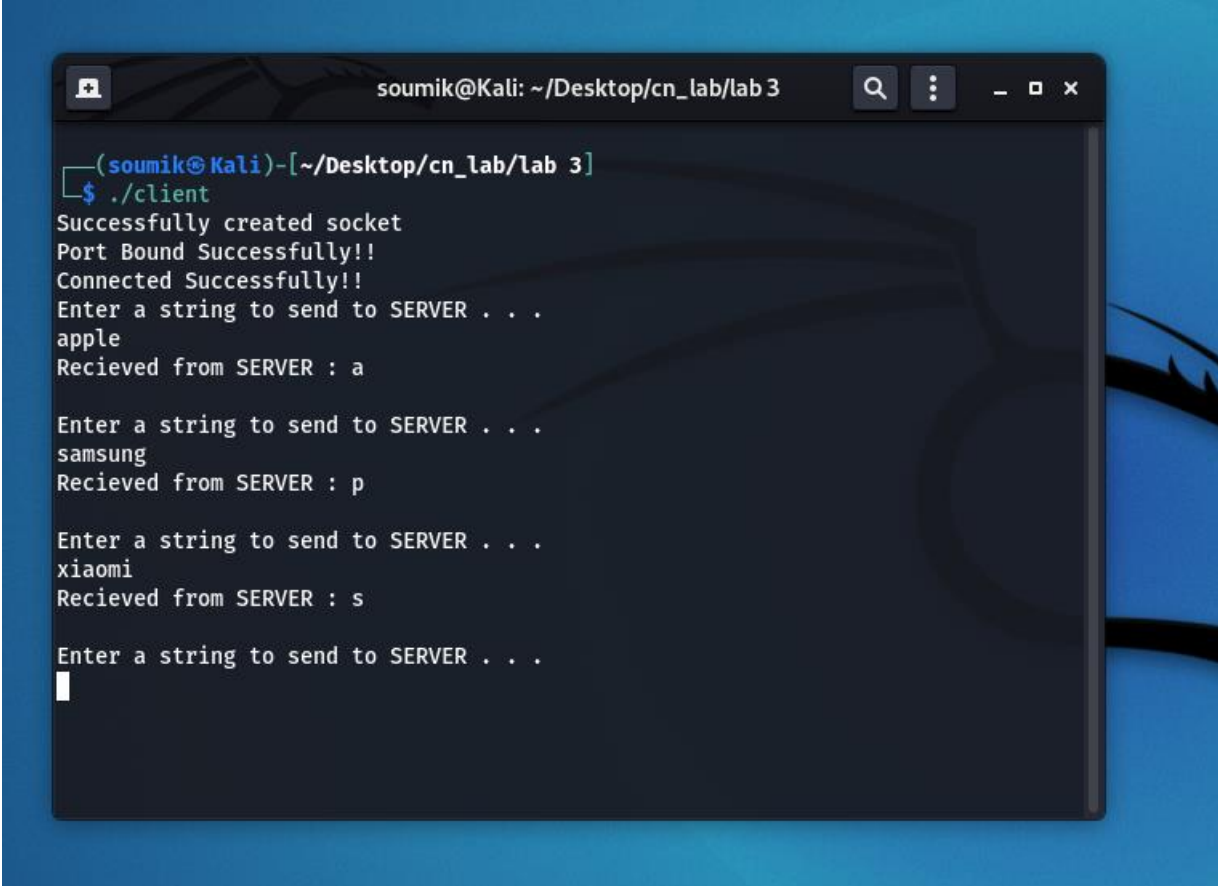
Recieved from HOST : m

Recieved from HOST : i

Recieved from HOST :

```

client.c

A terminal window titled 'soumik@Kali: ~/Desktop/cn_lab/lab 3' with standard window controls. The terminal shows the execution of a program named 'client'. It displays success messages for socket creation, port binding, and connection. It then shows three iterations of sending a string to a server and receiving a response. The responses are 'a', 'p', and 's' for the inputs 'apple', 'samsung', and 'xiaomi' respectively. The terminal is set against a dark background with a blue border.

```
(soumik@Kali)-[~/Desktop/cn_lab/lab 3]
$ ./client
Successfully created socket
Port Bound Successfully!!
Connected Successfully!!
Enter a string to send to SERVER . . .
apple
Recieved from SERVER : a

Enter a string to send to SERVER . . .
samsung
Recieved from SERVER : p

Enter a string to send to SERVER . . .
xiaomi
Recieved from SERVER : s

Enter a string to send to SERVER . . .
█
```

→ Write an echo server program using TCP socket for handling concurrent requests from more than one client. Execute your code and show the output.



server.c

```
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<arpa/inet.h>
#include<netdb.h>
#include<unistd.h>
#include<string.h>
#include<stdio.h>
#include<stdlib.h>

#define SERVER_ADDR "192.168.92.129"
#define SERVER_PORT 15555
#define MAX_MSG 100

int main()
{
    int pid, sd, newsd, clien, n;
    char line[MAX_MSG];
    struct sockaddr_in cli_addr, serv_addr;
    bzero((char*) &serv_addr, sizeof(serv_addr));
    serv_addr.sin_family = AF_INET;
    serv_addr.sin_addr.s_addr = inet_addr(SERVER_ADDR);
    serv_addr.sin_port = htons(SERVER_PORT);
    sd=socket(AF_INET, SOCK_STREAM, 0);

    printf("\nSuccessfully created stream socket");
    bind(sd, (struct sockaddr*)&serv_addr, sizeof(serv_addr));
    printf("\nLocal port bound successfully!");
    listen(sd,5);
    while(1)
    {
        printf("\nWaiting for any client to connect at server port %u \n", SERVER_PORT);
        newsd= accept(sd,(struct sockaddr*)&cli_addr, &clien);
        pid = fork();
        if(pid == 0)
        {
            do
            {
                memset(line, 0x0, MAX_MSG);
                n=recv(newsd,line,(strlen(line)+1),0);
                line[n]='\n';
```

```

printf("\nReceived from host: %s\n", line);
send(newsd, line, strlen(line)+1, 0);
}
while(strcmp(line, "quit"));
printf("Closing connection with host\n");
}
else if(pid< 0)
{
printf("\n Connection cannot be created\n");
close(newsd);
}
else
close(newsd);
}
return 0;
}

```



client1.c

```

#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<arpa/inet.h>
#include<netdb.h>
#include<unistd.h>
#include<string.h>
#include<stdio.h>
#include<stdlib.h>

#define SERVER_ADDR "192.168.92.129"
#define SERVER_PORT 15555
#define CLIENT_ADDR "192.168.92.129"
#define CLIENT_PORT 15555
#define MAX_MSG 100

int main()
{
int sd, n;
struct sockaddr_in cliaddr,servaddr ;
char line[MAX_MSG], line1[MAX_MSG];
bzero((char*) &servaddr, sizeof(servaddr));
servaddr.sin_family = AF_INET;
servaddr.sin_addr.s_addr = inet_addr(SERVER_ADDR);
servaddr.sin_port = htons(SERVER_PORT);

bzero((char*) &cliaddr, sizeof(cliaddr));
cliaddr.sin_family = AF_INET;
servaddr.sin_addr.s_addr = inet_addr(SERVER_ADDR);
cliaddr.sin_port = htons(CLIENT_PORT);
sd=socket(AF_INET, SOCK_STREAM, 0);
printf("\nSuccessfully created stream socket");

```

```

bind(sd, (struct sockaddr*)&cliaddr, sizeof(cliaddr));
connect(sd, (struct sockaddr*)&servaddr, sizeof(servaddr));
printf("\nConnected Successfully!");
do
{
printf("\nEnter a string to send to server: ");
scanf("%s",line);
send(sd, line, (strlen(line)+1), 0);
memset(line1, 0x0, MAX_MSG);
n = recv(sd, line1, MAX_MSG,0);
line1[n]='\n';
printf("Received from server: %s", line1);
} while(strcmp(line,"quit"));

printf("\nClosing connection with server.\n");
close(sd);
return 0;
}

```

2nd Client

client2.c

```

#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<arpa/inet.h>
#include<netdb.h>
#include<unistd.h>
#include<string.h>
#include<stdio.h>
#include<stdlib.h>

#define SERVER_ADDR "192.168.92.129"
#define SERVER_PORT 15555
#define CLIENT_ADDR "192.168.92.129"
#define CLIENT_PORT 15555
#define MAX_MSG 100

int main()
{
int sd, n;
struct sockaddr_in cliaddr,servaddr ;
char line[MAX_MSG], line1[MAX_MSG];
bzero((char*) &servaddr, sizeof(servaddr));
servaddr.sin_family = AF_INET;
servaddr.sin_addr.s_addr = inet_addr(SERVER_ADDR);
servaddr.sin_port = htons(SERVER_PORT);

bzero((char*) &cliaddr, sizeof(cliaddr));
cliaddr.sin_family = AF_INET;
servaddr.sin_addr.s_addr = inet_addr(SERVER_ADDR);
cliaddr.sin_port = htons(CLIENT_PORT);

```



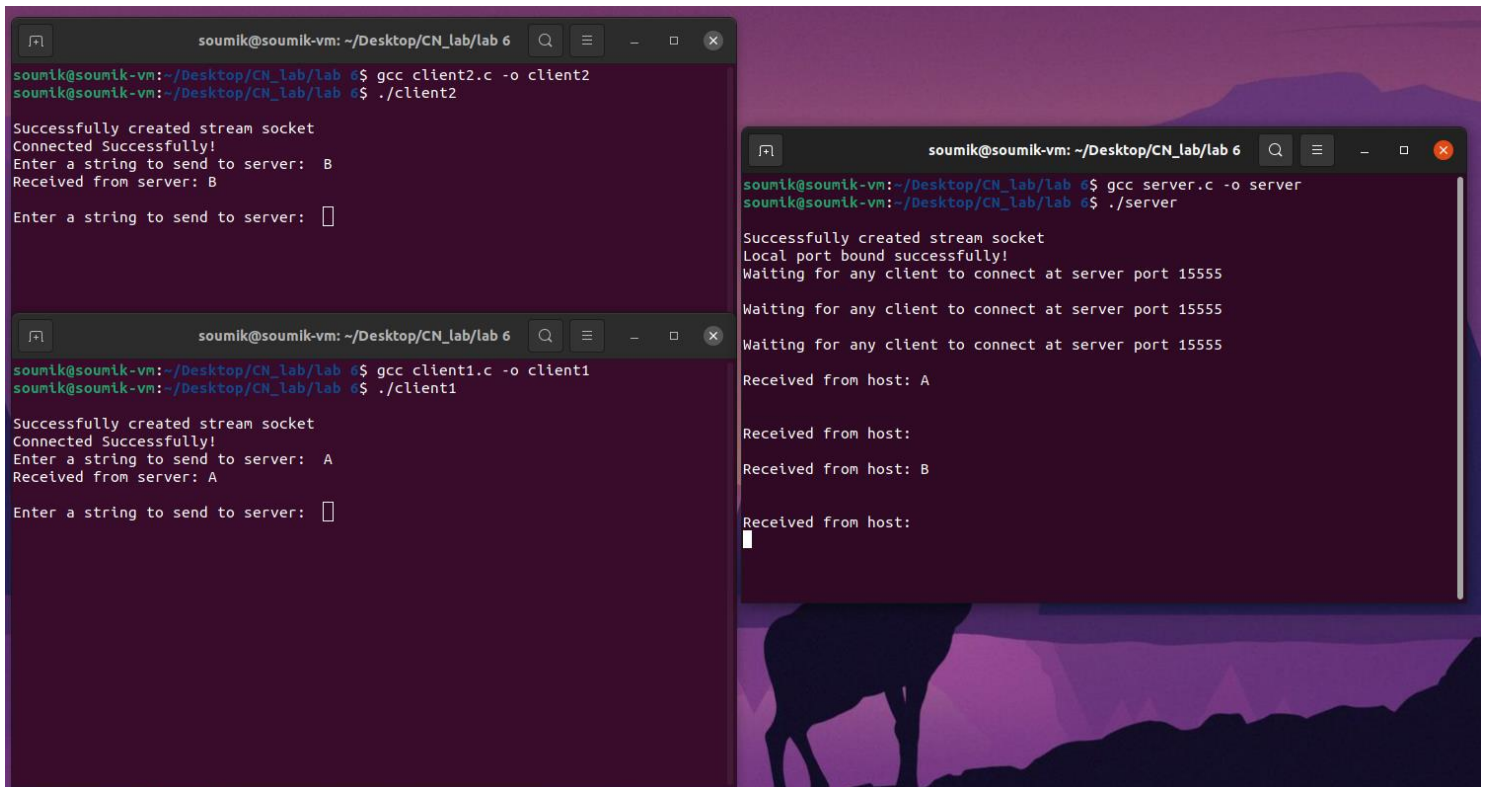
```

sd=socket(AF_INET, SOCK_STREAM, 0);
printf("\nSuccessfully created stream socket");
bind(sd, (struct sockaddr*)&cliaddr, sizeof(cliaddr));
connect(sd, (struct sockaddr*)&servaddr, sizeof(servaddr));
printf("\nConnected Successfully!");
do
{
printf("\nEnter a string to send to server: ");
scanf("%s",line);
send(sd, line, (strlen(line)+1), 0);
memset(line1, 0x0, MAX_MSG);
n = recv(sd, line1, MAX_MSG,0);
line1[n]='\n';
printf("Received from server: %s", line1);
} while(strcmp(line,"quit"));

printf("\nClosing connection with server.\n");
close(sd);
return 0;
}

```

Output



```

soumik@soumik-vm: ~/Desktop/CN_lab/lab 6
soumik@soumik-vm: ~/Desktop/CN_lab/lab 6$ gcc client2.c -o client2
soumik@soumik-vm: ~/Desktop/CN_lab/lab 6$ ./client2

Successfully created stream socket
Connected Successfully!
Enter a string to send to server: B
Received from server: B

Enter a string to send to server:

soumik@soumik-vm: ~/Desktop/CN_lab/lab 6
soumik@soumik-vm: ~/Desktop/CN_lab/lab 6$ gcc client1.c -o client1
soumik@soumik-vm: ~/Desktop/CN_lab/lab 6$ ./client1

Successfully created stream socket
Connected Successfully!
Enter a string to send to server: A
Received from server: A

Enter a string to send to server:

soumik@soumik-vm: ~/Desktop/CN_lab/lab 6
soumik@soumik-vm: ~/Desktop/CN_lab/lab 6$ gcc server.c -o server
soumik@soumik-vm: ~/Desktop/CN_lab/lab 6$ ./server

Successfully created stream socket
Local port bound successfully!
Waiting for any client to connect at server port 15555
Waiting for any client to connect at server port 15555
Waiting for any client to connect at server port 15555
Received from host: A

Received from host:

Received from host: B

Received from host:

```

COMPUTER NETWORKING LAB ASSIGNMENT-7

Soumik Roy

12000118029

CSE-1, 3rd Yr

WRITE A SERVER AND A CLIENT SOCKET PROGRAM USING C TO SHOW THE SYSTEM TIME OF SERVER AT THE CLIENT END.



server.c

```
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<arpa/inet.h>
#include<netdb.h>
#include<unistd.h>
#include<string.h>
#include<stdio.h>
#include<stdlib.h>
#include<time.h>

#define SERVER_ADDR "192.168.92.129"
#define SERVER_PORT 15555
#define MAX_MSG 100

int main()
{
    int sd, newsd, clilen, n;
    int pts;
    char line[MAX_MSG];
    time_t t;
    struct sockaddr_in cli_addr, serv_addr;
    bzero((char*) &serv_addr, sizeof(serv_addr));
    serv_addr.sin_family = AF_INET;
    serv_addr.sin_addr.s_addr = inet_addr(SERVER_ADDR);
    serv_addr.sin_port = htons(SERVER_PORT);
    sd=socket(AF_INET, SOCK_STREAM, 0);

    printf("\nSuccessfully created stream socket");
    bind(sd, (struct sockaddr*)&serv_addr, sizeof(serv_addr));
    printf("\nLocal port bound successfully!");
    listen(sd,5);
    while(1)
    {
        printf("\nWaiting for any client to connect at server port %u \n", SERVER_PORT);
        newsd= accept(sd,(struct sockaddr*)&cli_addr, &clilen);
        t = time(NULL);
        pts=time(&t);
        line[0]=pts;
        printf("%d \n",pts);
        send(newsd,line,strlen(line)+1,0);
        printf("\n closing. . .");
    }
}
```

```
close(newsd);
```

```
return 0;
```

```
}
```



client.c

```
#include<sys/types.h>
```

```
#include<sys/socket.h>
```

```
#include<netinet/in.h>
```

```
#include<arpa/inet.h>
```

```
#include<netdb.h>
```

```
#include<unistd.h>
```

```
#include<string.h>
```

```
#include<stdio.h>
```

```
#include<stdlib.h>
```

```
#define SERVER_ADDR "192.168.92.129"
```

```
#define SERVER_PORT 15555
```

```
#define CLIENT_ADDR "192.168.92.129"
```

```
#define CLIENT_PORT 15555
```

```
#define MAX_MSG 100
```

```
int main()
```

```
{
```

```
int sd,newsd,clilen,n;
```

```
struct sockaddr_in cliaddr,servaddr ;
```

```
short line[MAX_MSG];
```

```
bzero((char*) &servaddr, sizeof(servaddr));
```

```
servaddr.sin_family = AF_INET;
```

```
servaddr.sin_addr.s_addr = inet_addr(SERVER_ADDR);
```

```
servaddr.sin_port = htons(SERVER_PORT);
```

```
bzero((char*) &cliaddr, sizeof(cliaddr));
```

```
cliaddr.sin_family = AF_INET;
```

```
cliaddr.sin_port = htons(CLIENT_PORT);
```

```
sd=socket(AF_INET, SOCK_STREAM, 0);
```

```
printf("\nSuccessfully created stream socket");
```

```
bind(sd, (struct sockaddr*)&cliaddr, sizeof(cliaddr));
```

```
printf("\n local port bound successfully. . . \n");
```

```
connect(sd, (struct sockaddr*)&servaddr, sizeof(servaddr));
```

```
printf("\nConnected Successfully!");
```

```
memset(line,0x0,1);
```

```
n=recv(sd,line,sizeof(line)+1,0);
```

```
line[n]='\n';
```

```
printf("\n recieved from host : %u",line[0]);
```

```
close(sd);
```

```
printf("\n\n");
```

```
return 0;
```

```
}
```

Output

```
soumik@soumik-vm: ~/Desktop/CN_lab/lab 7
Successfully created stream socket
local port bound successfully. . . .
Connected Successfully!
received from host : 83
soumik@soumik-vm:~/Desktop/CN_lab/lab 7$ ./client
Successfully created stream socket
local port bound successfully. . . .
Connected Successfully!
received from host : 87
soumik@soumik-vm:~/Desktop/CN_lab/lab 7$ ./client
Successfully created stream socket
local port bound successfully. . . .
Connected Successfully!
received from host : 91
soumik@soumik-vm:~/Desktop/CN_lab/lab 7$
```

```
soumik@soumik-vm: ~/Desktop/CN_lab/lab 7
closing. . . .
Waiting for any client to connect at server port 15555
1626991180
closing. . . .
Waiting for any client to connect at server port 15555
1626991182
closing. . . .
Waiting for any client to connect at server port 15555
1626991187
closing. . . .
Waiting for any client to connect at server port 15555
1626991191
closing. . . .
Waiting for any client to connect at server port 15555
1626991195
closing. . . .
Waiting for any client to connect at server port 15555
```

```
struct sockaddr*)&cliaddr, sizeof(cliaddr));
```