# COMPUTER NETWORKS LAB – WEEK 2

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#### 1. CONFIGURATION OF SERVER AND CLIENT:

- 1.1. Server side(ubuntu) configuration
- The Apache server is installed in server machine using the following command:

sudo apt-get install apache2

- To make sure that the web server is running, we use the following command in the server machine:

sudo systemctl status apache2

```
tushar@tushar: ~
tushar@tushar:~$ sudo systemctl status apache2
apache2.service - The Apache HTTP Server
     Loaded: loaded (/lib/systemd/system/apache2.service; enabled; vendor pres>
    Active: active (running) since Sat 2021-02-06 09:21:36 IST; 4min 9s ago
       Docs: https://httpd.apache.org/docs/2.4/
    Process: 739 ExecStart=/usr/sbin/apachectl start (code=exited, status=0/SU>
   Main PID: 779 (apache2)
      Tasks: 55 (limit: 3524)
     Memory: 8.3M
     CGroup: /system.slice/apache2.service
              -779 /usr/sbin/apache2 -k start
              -780 /usr/sbin/apache2 -k start
             -781 /usr/sbin/apache2 -k start
Feb 06 09:21:35 tushar systemd[1]: Starting The Apache HTTP Server...
Feb 06 09:21:36 tushar apachectl[756]: AH00558: apache2: Could not reliably de>
Feb 06 09:21:36 tushar systemd[1]: Started The Apache HTTP Server.
lines 1-16/16 (END)
```

The above image says that the server is active and running successfully.

- The server IP address is set manually using "Edit Connections".

It is set to :10.0.9.12.

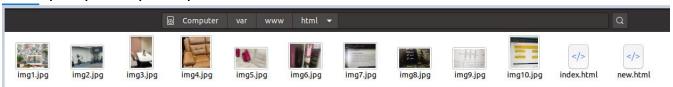
```
tushar@tushar: ~
:ushar@tushar:~$ ip addr
1: lo: <LOOPBACK,UP,LOWER_UP> mtu 65536 qdisc noqueue state UNKNOWN group defaul
 qlen 1000
   link/loopback 00:00:00:00:00:00 brd 00:00:00:00:00:00
   inet 127.0.0.1/8 scope host lo
      valid_lft forever preferred_lft forever
   inet6 ::1/128 scope host
      valid_lft forever preferred_lft forever
2: enp0s3: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP gr
oup default glen 1000
   link/ether 08:00:27:95:92:47 brd ff:ff:ff:ff:ff
   inet 10.0.9.12/24 brd 10.0.9.255 scope global noprefixroute enp0s3
      valid_lft forever preferred_lft forever
   inet 10.0.2.15/24 brd 10.0.2.255 scope global dynamic noprefixroute enp0s3
      valid_lft 476sec preferred_lft 476sec
   inet6 fe80::f865:8faf:24cf:4fd4/64 scope link noprefixroute
      valid_lft forever preferred_lft forever
tushar@tushar:~$
```

- The apache.config file in etc/apache2 directory is modified as:
  - -'keep alive' option is set to on.
  - -'MaximumKeepAliveRequests' is set to 2.

```
ReepAlive On
98
10 #
90 #
91 # MaxKeepAliveRequests: The maximum number of requests to allow
92 # during a persistent connection. Set to 0 to allow an unlimited amount.
93 # We recommend you leave this number high, for maximum performance.
94 #
95 MaxKeepAliveRequests 2
```

- A html page consisting of 10 images (img1.jpg-img10.jpg) is stored(along with the images) in the path:

/var/www/html/new.html



- A web page(new.html) is created as shown:

```
new.html
1 <html>
 2 <head>
3
          Lab</>
 4 </head>
5 <body>
          <img src="img1.jpg">
          <img src="img2.jpg">
7
 8
          <img src="img3.jpg">
          <img src="img4.jpg">
9
          <img src="img5.jpg">
10
11
          <img src="img6.jpg">
12
          <img src="img7.jpg">
          <img src="img8.jpg">
13
          <img src="img9.jpg">
14
          <img src="img10.jpg">
15
16 </body>
17 </html>
```

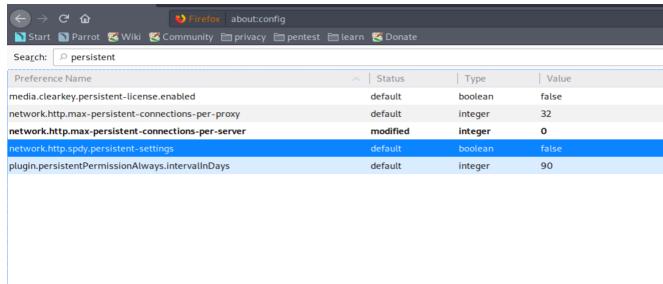
### 1.2. Client side (parrot)configuration

- The server IP address is set manually using "Edit Connections". It is set to :10.0.9.50.

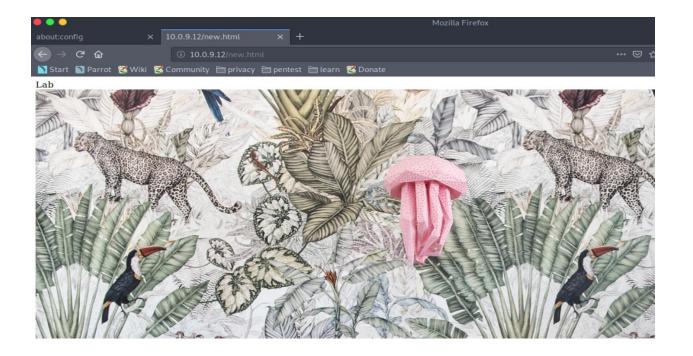
```
. .
                                      Parrot Terminal
  [user@parrot]-[~]
    sip addr
.: lo: <LOOPBACK,UP,LOWER UP> mtu 65536 qdisc noqueue state UNKNOWN group defaul
 qlen 1000
   link/loopback 00:00:00:00:00:00 brd 00:00:00:00:00:00
   inet 127.0.0.1/8 scope host lo
      valid_lft forever preferred_lft forever
   inet6 ::1/128 scope host
      valid_lft forever preferred_lft forever
2: eth0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc pfifo_fast state UP gr
oup default glen 1000
   link/ether 08:00:27:5e:5e:9f brd ff:ff:ff:ff:ff
   inet 10.0.2.4/24 brd 10.0.2.255 scope global dynamic noprefixroute eth0
      valid_lft 529sec preferred_lft 529sec
   inet 10.0.9.50/24 scope global eth0
      valid_lft forever preferred_lft forever
   inet6 fe80::61df:88a8:dd4c:ea1/64 scope link noprefixroute
      valid_lft forever preferred_lft forever
  user@parrot]-[~]
    $
```

#### 2. NON-PERSISTENT CONNECTION:

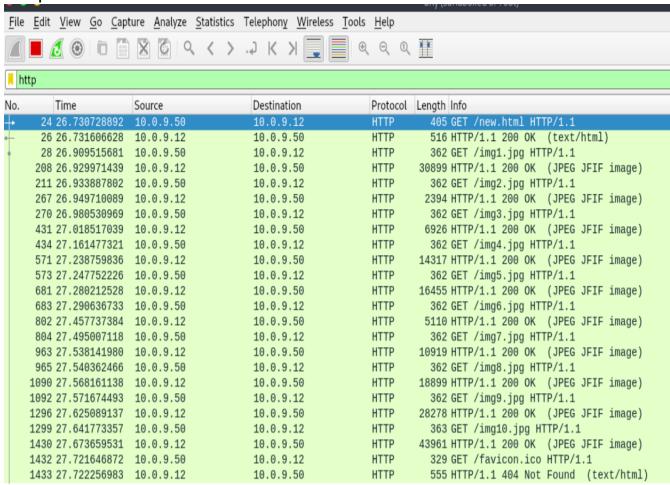
- The value of max-persistent-connections-per-server is set to 0 in the client's machine. Also, spdy.persistent-settings is set to 'false' as shown in the screenshot below.



- The web page is accessed on client-side browser by typing in: 10.0.9.12/new.html, where "10.0.9.12" is server's IP address and "new.html" is the file which is in the server side.



- Wireshark is launched and 'http' filter is applied and we can observe the packets as below.



### Time to capture all the 10 images =

Time at last Response-Time at first GET request

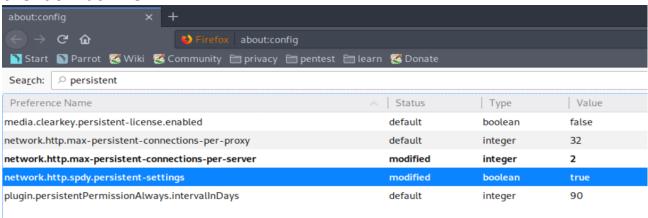
= 27.673659531-26.730728892

#### 3. PERSISTENT CONNECTIONS:

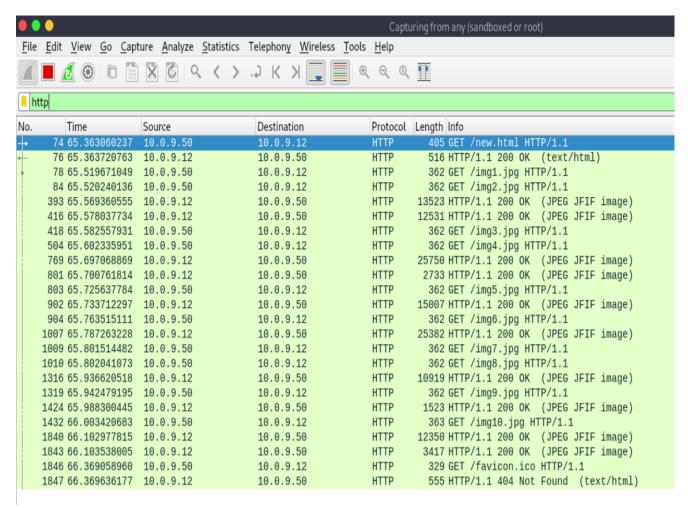
- The spdy.persistent-settings is set to 'true' in all types of persistent connections in the client browser.

#### 3.1: 2 Persistent Connections:

- The value of max-persistent-connections-per-server is set to 2 in the client's machine.



- Wireshark packet capture:



Time to capture all the 10 images =

Time at last Response-Time at first GET request

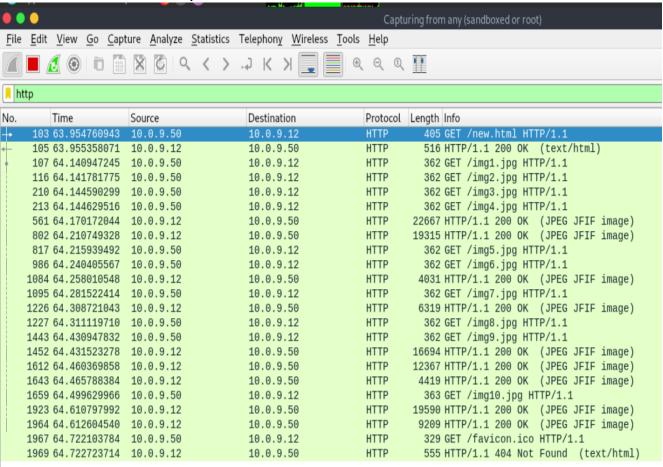
= 66.103538005-65.363060237

#### 3.2: 4 Persistent Connections:

- The value of max-persistent-connections-per-server is set to 4 in the client's machine.

Preference Name	^   Status	Туре	Value
media.clearkey.persistent-license.enabled	default	boolean	false
network.http.max-persistent-connections-per-proxy	default	integer	32
network.http.max-persistent-connections-per-server	modified	integer	4
network.http.spdy.persistent-settings	modified	boolean	true
plugin.persistentPermissionAlways.intervalInDays	default	integer	90

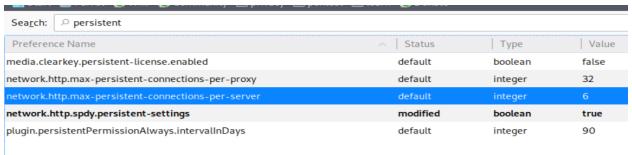
- Wireshark Packet Capture:



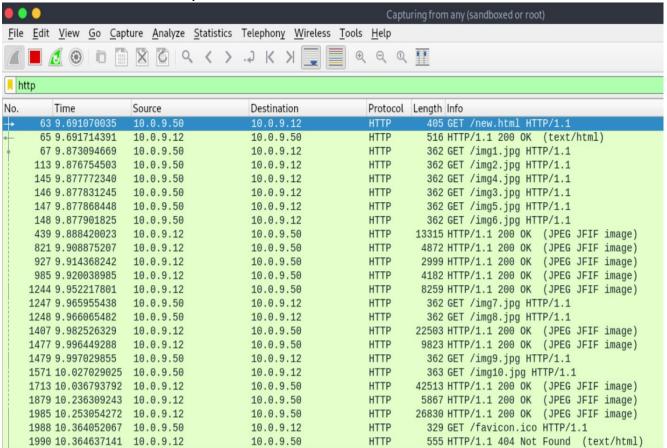
Time to capture all the 10 images = Time at last Response-Time at first GET request =64.612604540-63.954760943

#### 3.3: 6 Persistent Connections:

- The value of max-persistent-connections-per-server is set to 6 in the client's machine.



- Wireshark Packet Capture:



Time to capture all the 10 images =

Time at last Response-Time at first GET request

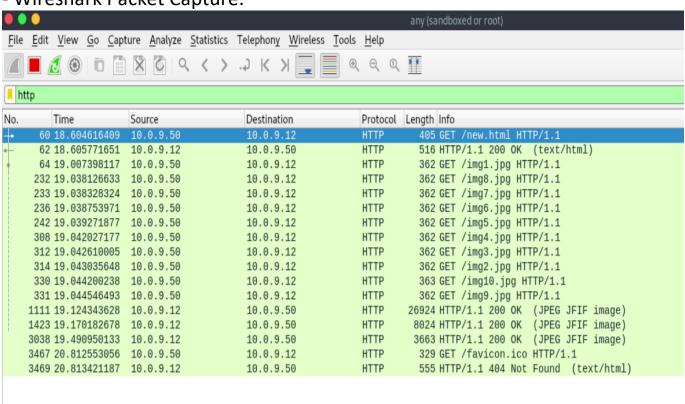
= 10.253054272-9.691070035

#### 3.4: 10 Persistent Connections:

- The value of max-persistent-connections-per-server is set to 10 in the client's machine.

media.clearkey.persistent-license.enabled	default	boolean	false
network.http.max-persistent-connections-per-proxy	default	integer	32
network.http.max-persistent-connections-per-server	modified	integer	10
network.http.spdy.persistent-settings	modified	boolean	true
network.http.spdy.persistent-settings plugin.persistentPermissionAlways.intervalInDays	modified default	boolean integer	true 90

- Wireshark Packet Capture:



## Time to capture all the 10 images=

Time at last Response-Time at first GET request

= 19.490950133-18.604616409

### 4. Observations:

- To tabulate the times required for different types of connections.

•	· ·	
Number of Persistent connections	Time to capture all the 10 images	
0 (non-persistent)	0.942930639	
2	0.740477768	
4	0.657843597	
6	0.561984237	
10	0.886333724	

- The time required to load initially decreases as the number of persistent connections increases. However as the number of persistent connections further increases, the load time also increases.
- From the above table it is clear that the lowest load time corresponds to 6 persistent connections. Therefore, the optimal number of HTTP persistent connections is 6.