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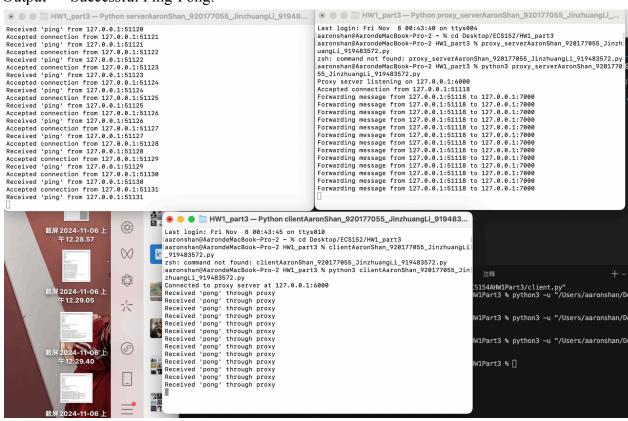
Code 1: serverAaronShan 920177055 JinzhuangLi 919483572.py

Code 2: proxy_serverAaronShan_920177055_JinzhuangLi_919483572.py

Code 3: clientAaronShan 920177055 JinzhuangLi 919483572.py

- 1. Challenge Description: The main task was to create a three-component system: a client, a proxy server, and a destination server. The key challenges included:
 - Implementing communication between three separate components
 - Handling JSON formatting for client-to-proxy communication
 - Managing IP blocking functionality in the proxy
 - Maintaining the original ping-pong functionality
- 2. File used from the discussion section: tcp-client-v2.py, tcp-server-v4.py
- 3. Server Component:
 - Used the provided tcp-server-v4.py as base
 - Modified to handle ping messages and respond with pong
 - Implemented ThreadPoolExecutor for handling multiple connections
 - Set up on port 7000 as specified
- 4. Proxy Component:
 - Created proxy server listening on port 6000
 - Implemented JSON message parsing
 - Handled forwarding messages between client and server
 - Managed error cases and response routing
- 5. Client Component:
 - Modified from tcp-client-v2.py
 - Added JSON message formatting
 - Redirected connection to proxy instead of server
 - Maintained one-second intervals between pings
- 6. Error Handling:
 - Invalid JSON format from the client
 - Network connection failures
 - Blocked IP attempts
 - Server unavailability
- 7. Testing Strategy:
 - Tested normal operation (successful ping-pong)
 - Tested blocked IP scenarios

- Tested connection failures
- Tested invalid JSON formatting
- 8. For the ip block list in the proxy server file:
 - I added 10.0.01 and 192.168.1.1, and we can add more if we want to
 - For the local ip address 127.0.0.1, If we want to test, then we just release it from comments
- 9. Output → Successful Ping-Pong:



10. Output → IP Blocked

