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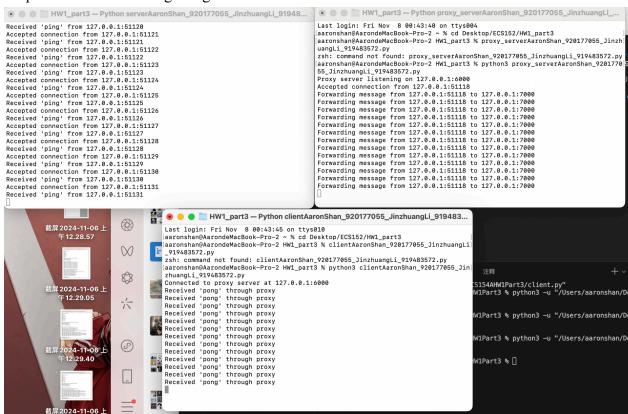
Code 1: server.py

Code 2: proxy.py

Code 3: client.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

