

4. Accepting a connection from the client

The accept function is used on the server in the case of connection oriented communication to accept a connection request from a client.

int accept(int fd, struct sockaddr * addressp, int * addrlen);

The first field is the descriptor of the server socket that is listening. The second parameter **addressp** points to a socket address structure that will be filled by the address of calling client when the function returns. The third parameter **addrlen** is an integer that will contain the actual length of address structure of the client. It returns an integer that is a descriptor of a new socket called the connection socket. Server sockets send data and read data from this socket. The header files used are sys/types.h and sys/socket.h.

Algorithm

Client

1. Create socket
2. Connect the socket to the server
3. Read the string to be reversed from the standard input and send it to the server
Read the matrices from the standard input and send it to server using socket
4. Read the reversed string from the socket and display it on the standard output
Read product matrix from the socket and display it on the standard output
5. Close the socket

Server

1. Create listening socket
2. bind IP address and port number to the socket
3. listen for incoming requests on the listening socket
4. accept the incoming request
5. connection socket is created when accept returns
6. Read the string using the connection socket from the client
7. Reverse the string
8. Send the string to the client using the connection socket
9. close the connection socket
10. close the listening socket

Client Program

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

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

int main( int argc, char *argv[])
{
    struct sockaddr_in server;
    int sd ;
    char buffer[200];
    if((sd = socket(AF_INET, SOCK_STREAM, 0)) < 0)
    {
        perror("Socket failed.");
        exit(1);
    }
    // server socket address structure initialisation
    bzero(&server, sizeof(server) );
    server.sin_family = AF_INET;
    server.sin_port = htons(atoi(argv[2]));
    inet_pton(AF_INET, argv[1], &server.sin_addr);
    if(connect(sd, (struct sockaddr *)&server, sizeof(server))< 0)
    {
        perror("Connection failed.");
        exit(1);
    }
    fgets(buffer, sizeof(buffer), stdin);
    buffer[strlen(buffer) - 1] = '\0';
    write (sd,buffer, sizeof(buffer));
    read(sd,buffer, sizeof(buffer));
    printf("%s\n", buffer);
    close(fd);
}
```

Server Program

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

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

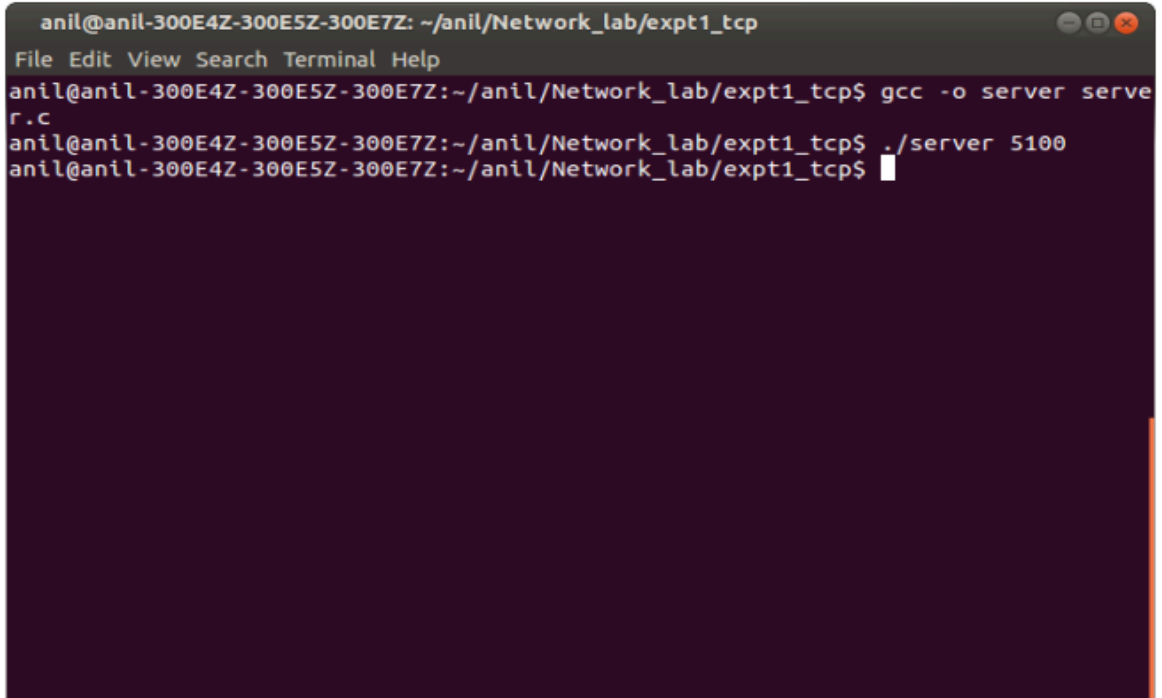
int main( int argc, char *argv[])
{
    struct sockaddr_in server, cli;
    int cli_len;
    int sd, n, i, len;
    int data, temp;
    char buffer[100];
    if((sd = socket(AF_INET, SOCK_STREAM, 0)) < 0)
    {
        perror("Socket failed:");
        exit(1);
    }

    // server socket address structure initialisation
    bzero(&server, sizeof(server) );
    server.sin_family = AF_INET;
    server.sin_port = htons(atoi(argv[1]));
    server.sin_addr.s_addr = htonl(INADDR_ANY);
    if(bind(sd, (struct sockaddr*)&server, sizeof(server)) < 0)
    {
        perror("bind failed:");
        exit(1);
    }
    listen(sd,5);
    if((data = accept(sd , (struct sockaddr *) &cli, &cli_len)) < 0)
    {
        perror("accept failed:");
        exit(1);
    }
    read(data,buffer, sizeof(buffer));
    len = strlen(buffer);
```

```
for( i =0; i<= len/2; i++)
{
temp = buffer[i];
buffer[i] = buffer[len - 1-i];
buffer[len-1-i] = temp;
}
write (data,buffer, sizeof(buffer));
close(data);
close(sd);
}
```

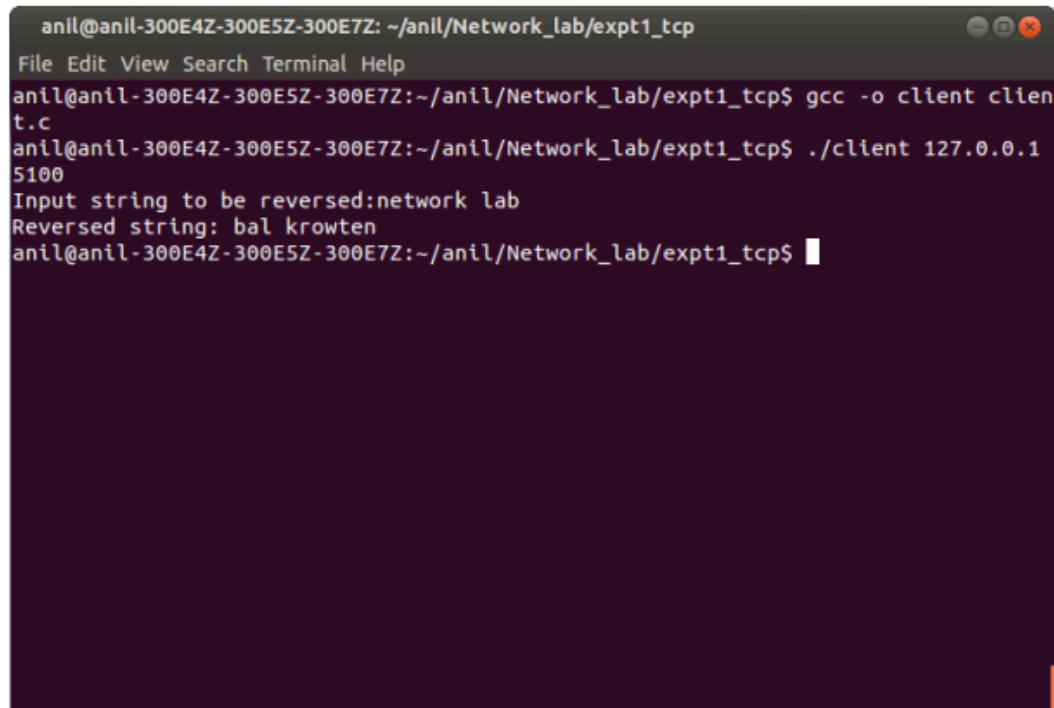
Output

Open with ▼

Server

The screenshot shows a terminal window titled "anil@anil-300E4Z-300E5Z-300E7Z: ~/anil/Network_lab/expt1_tcp". The terminal has a menu bar with "File", "Edit", "View", "Search", "Terminal", and "Help". The user enters the command `gcc -o server server.c` to compile the program. The next command is `./server 5100`, which starts the server. The prompt returns to `anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt1_tcp$` with a cursor at the end.

```
anil@anil-300E4Z-300E5Z-300E7Z: ~/anil/Network_lab/expt1_tcp
File Edit View Search Terminal Help
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt1_tcp$ gcc -o server server.c
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt1_tcp$ ./server 5100
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt1_tcp$
```

Client

```
anil@anil-300E4Z-300E5Z-300E7Z: ~/anil/Network_lab/expt1_tcp
File Edit View Search Terminal Help
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt1_tcp$ gcc -o client client.c
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt1_tcp$ ./client 127.0.0.1 5100
Input string to be reversed:network lab
Reversed string: bal krowten
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt1_tcp$
```

Experiment 8

Implementation of Client-Server communication using Socket Programming and UDP as transport layer protocol

Aim: Client sends two matrices to the server using udp protocol. The server multiplies the matrices and sends the product to the client, which then displays the product matrix.

Description:

Steps for transfer of data using UDP

1. Creation of UDP socket

The function call for creating a UDP socket is

int socket(int domain, int type, int protocol);

The domain parameter specifies a communication domain; this selects the protocol family which will be used for communication. These families are defined in <sys/socket.h>. In this program,

the domain **AF_INET** is used. The next field type has the value **SOCK_DGRAM**. It supports datagrams (connectionless, unreliable messages of a fixed maximum length). The protocol field specifies the protocol used. We always use 0. If the socket function call is successful, a socket descriptor is returned. Otherwise -1 is returned. The header files necessary for this function call are `sys/types.h` and `sys/socket.h`.

2. Filling the fields of the server address structure.

The socket address structure is of type `struct sockaddr_in`.

```
struct sockaddr_in {  
  
    u_short sin_family;  
    u_short sin_port;  
    struct in_addr sin_addr;  
    char sin_zero[8]; /*unused, always zero*/  
};  
struct in_addr {  
  
    u_long s_addr;  
  
};
```

The fields of the socket address structure are

sin_family which in our case is **AF_INET**

sin_port which is the port number where socket binds

sin_addr is used to store the IP address of the server machine and is of type `struct in_addr`

The header file that is to be used is **netinet/in.h**

The value for `servaddr.sin_addr` is assigned using the following function

```
inet_pton(AF_INET, "IP_Address", &servaddr.sin_addr);
```

The binary value of the dotted decimal IP address is stored in the field when the function returns.

3. Binding of a port to the socket in the case of server

This call is used to specify for a socket the protocol port number where it will wait for messages. A call to bind is optional in the case of client and compulsory on the server side.

int bind(int sd, struct sockaddr* addr, int addrlen);

The first field is the socket descriptor. The second is a pointer to the address structure of this socket. The third field is the length in bytes of the size of the structure referenced by **addr**. The header files are **sys/types.h** and **sys/socket.h**. This function call returns an integer, which is 0 for success and -1 for failure.

4. Receiving data

ssize_t recvfrom(int s, void * buf, size_t len, int flags, struct sockaddr * from, socklen_t * fromlen);

The **recvfrom** calls are used to receive messages from a socket, and may be used to receive data on a socket whether or not it is connection oriented. The first parameter **s** is the socket descriptor to read from. The second parameter **buf** is the buffer to read information into. The third parameter **len** is the maximum length of the buffer. The fourth parameter is flag. It is set to zero. The fifth parameter **from** is a pointer to **struct sockaddr** variable that will be filled with the IP address and port of the originating machine. The sixth parameter **fromlen** is a pointer to a **local int** variable that should be initialized to **sizeof(struct sockaddr)**. When the function returns, the integer variable that **fromlen** points to will contain the actual number of bytes that is contained in the socket address structure. The header files required are **sys/types.h** and **sys/socket.h**. When the function returns, the number of bytes received is returned or -1 if there is an error.

5. Sending data

sendto- sends a message from a socket

ssize_t sendto(int s, const void * buf, size_t len, int flags, const struct sockaddr * to, socklen_t tolen);

The first parameter **s** is the socket descriptor of the sending socket. The second parameter **buf** is the array which stores data that is to be sent. The third parameter **len** is the length of that data in bytes. The fourth parameter is the flag parameter. It is set to zero. The fifth parameter **to** points to a variable that contains the destination IP address and port. The sixth parameter **tolen** is set to **sizeof(struct sockaddr)**. This function returns the number of bytes actually sent or -1 on error. The header files used are **sys/types.h** and **sys/socket.h**.

Algorithm

Client

1. Create socket
2. Read the matrices from the standard input and send it to server using socket
3. Read product matrix from the socket and display it on the standard output
4. Close the socket

Server

1. Create socket
2. bind IP address and port number to the socket
3. Read the matrices socket from the client using socket
4. Find product of matrices
5. Send the product matrix to the client using socket
6. close the socket

Client program

```
#include<stdio.h>
#include<string.h>
#include<sys/socket.h>
#include<sys/types.h>
#include<netinet/in.h>
#include<arpa/inet.h>
#include<fcntl.h>
#include<stdlib.h>
main(int argc, char * argv[])
{
    int i,j,n;
    int sock_fd;
    struct sockaddr_in servaddr;
    int matrix_1[10][10], matrix_2[10][10], matrix_product[10][10];
    int size[2][2];
    int num_rows_1, num_cols_1, num_rows_2, num_cols_2;
    if(argc != 3)
    {
        fprintf(stderr, "Usage: ./client IPAddress_of_server port\n");
        exit(1);
    }
    printf("Enter the number of rows of first matrix\n");
```



```
scanf("%d", &num_rows_1);
printf("Enter the number of columns of first matrix\n");
scanf("%d", &num_cols_1);
printf("Enter the values row by row one on each line\n" );
for ( i = 0; i < num_rows_1; i++)
for( j=0; j<num_cols_1; j++)
{
scanf("%d", &matrix_1[i][j]);
}
size[0][0] = num_rows_1;
size[0][1] = num_cols_1;
printf("Enter the number of rows of second matrix\n");
scanf("%d", &num_rows_2);
printf("Enter the number of columns of second matrix\n");
scanf("%d", &num_cols_2);
if( num_cols_1 != num_rows_2)
{
printf("MATRICES CANNOT BE MULTIPLIED\n");
exit(1);
}
printf("Enter the values row by row one on each line\n");
for (i = 0; i < num_rows_2; i++)
for(j=0; j<num_cols_2; j++)
{
scanf("%d", &matrix_2[i][j]);
}
size[1][0] = num_rows_2;
size[1][1] = num_cols_2;
if((sock_fd = socket(AF_INET, SOCK_DGRAM, 0)) < 0)
{
printf("Cannot create socket\n");
exit(1);
}
bzero((char*)&servaddr, sizeof(servaddr));
servaddr.sin_family = AF_INET;
servaddr.sin_port = htons(atoi(argv[2]));
inet_pton(AF_INET, argv[1], &servaddr.sin_addr);

// SENDING MATRIX WITH SIZES OF MATRICES 1 AND 2
n = sendto(sock_fd, size, sizeof(size), 0, (struct sockaddr*)&servaddr, sizeof(servaddr));
```

```
if( n < 0)
{
perror("error in matrix 1 sending");
exit(1);
}
// SENDING MATRIX 1
n = sendto(sock_fd, matrix_1, sizeof(matrix_1),0, (struct sockaddr*)&servaddr,
sizeof(servaddr));
if( n < 0)
{
perror("error in matrix 1 sending");
exit(1);
}
// SENDING MATRIX 2
n = sendto(sock_fd, matrix_2, sizeof(matrix_2),0, (struct sockaddr*)&servaddr,
sizeof(servaddr));
if( n < 0)
{
perror("error in matrix 2 sending");
exit(1);
}
if((n=recvfrom(sock_fd, matrix_product, sizeof(matrix_product),0, NULL, NULL)) == -1)
{
perror("read error from server:");
exit(1);
}
printf("\n\nTHE PRODUCT OF MATRICES IS \n\n\n");
for( i=0; i < num_rows_1; i++)
{
for( j=0; j<num_cols_2; j++)
{
printf("%d ",matrix_product[i][j]);
}
printf("\n");
}
close(sock_fd);
}
```

Server Program

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

main(int argc, char * argv[])
{
    int n;
    int sock_fd;
    int i,j,k;
    int row_1, row_2, col_1, col_2;
    struct sockaddr_in servaddr, cliaddr;
    int len = sizeof(cliaddr);
    int matrix_1[10][10], matrix_2[10][10], matrix_product[10][10];
    int size[2][2];
    if(argc != 2)
    {
        fprintf(stderr, "Usage: ./server port\n");
        exit(1);
    }

    if((sock_fd = socket(AF_INET, SOCK_DGRAM, 0)) < 0)
    {
        printf("Cannot create socket\n");
        exit(1);
    }
    bzero((char*)&servaddr, sizeof(servaddr));
    servaddr.sin_family = AF_INET;
    servaddr.sin_port = htons(atoi(argv[1]));
    servaddr.sin_addr.s_addr = htonl(INADDR_ANY);
    if(bind(sock_fd, (struct sockaddr*)&servaddr, sizeof(servaddr)) < 0)
    {
        perror("bind failed:");
        exit(1);
    }
    // MATRICES RECEIVE
```

```
if((n = recvfrom(sock_fd, size, sizeof(size), 0, (struct sockaddr *)&cliaddr, &len)) == -1)
{
    perror("size not received:");
    exit(1);
}
// RECEIVE MATRIX 1
if((n = recvfrom(sock_fd, matrix_1, sizeof(matrix_1), 0, (struct sockaddr *)&cliaddr, &len)) ==
-1)
{
    perror("matrix 1 not received:");
    exit(1);
}
// RECEIVE MATRIX 2
if((n = recvfrom(sock_fd, matrix_2, sizeof(matrix_2), 0, (struct sockaddr *)&cliaddr, &len)) ==
-1)
{
    perror("matrix 2 not received:");
    exit(1);
}
row_1 = size[0][0];
col_1 = size[0][1];
row_2 = size[1][0];
col_2 = size[1][1];
for (i=0; i < row_1 ; i++)
for (j=0; j < col_2; j++)
{
    matrix_product[i][j] = 0;
}
for(i=0; i< row_1 ; i++)
for(j=0; j< col_2 ; j++)
for (k=0; k < col_1; k++)
{
    matrix_product[i][j] += matrix_1[i][k]*matrix_2[k][j];
}
n = sendto(sock_fd, matrix_product, sizeof(matrix_product),0, (struct sockaddr*)&cliaddr,
sizeof(cliaddr));
if( n < 0)
{
    perror("error in matrix product sending");
    exit(1);
}
```

```
}  
close(sock_fd);  
}
```

Output

Server

```
anil@anil-300E4Z-300E5Z-300E7Z: ~/anil/Network_lab/expt2_udp  
File Edit View Search Terminal Help  
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt2_udp$ ./server 5300  
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt2_udp$
```

Client

```
anil@anil-300E4Z-300E5Z-300E7Z: ~/anil/Network_lab/expt2_udp  
File Edit View Search Terminal Help  
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt2_udp$ ./client 127.0.0.1  
5300  
Enter the number of rows of first matrix  
3  
Enter the number of columns of first matrix  
4  
Enter the values row by row one on each line  
1 2 3 4  
5 6 7 8  
1 2 3 4  
Enter the number of rows of second matrix  
4  
Enter the number of columns of second matrix  
3  
Enter the values row by row one on each line  
1 2 3  
4 5 6  
7 8 9  
1 2 3  
  
THE PRODUCT OF MATRICES IS  
34 44 54  
86 112 138  
34 44 54  
anil@anil-300E4Z-300E5Z-300E7Z:~/anil/Network_lab/expt2_udp$
```

Experiment 5

Simulate sliding window flow control protocols. (Stop and Wait, Go back N, Selective Repeat ARQ protocols)

sliding window flow control protocols

Flow control deals with problem that sender transmits frames faster than receiver can accept, and solution is to limit sender into sending no faster than receiver can handle. Consider the simplex case: data is transmitted in one direction (Note although data frames are transmitted in one direction, frames are going in both directions, i.e. link is duplex). Stop and wait: sender sends one data frame, waits for acknowledgement (ACK) from receiver before proceeding to transmit next frame. This simple flow control will break down if ACK gets lost or errors occur → sender may wait for ACK that never arrives.

Go-back-n ARQ

The basic idea of go-back-n error control is: If frame i is damaged, receiver requests retransmission

of all frames starting from frame i

Notice that all possible cases of damaged frame and ACK / NAK must be taken into account

In selective-reject ARQ error control, the only frames retransmitted are those receive a NAK or which time out

1. Stop and Wait

Server.c

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

```
#include <time.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <sys/socket.h>
#include <unistd.h>
#include <arpa/inet.h>
typedef struct packet{
char data[1024];
}Packet;
typedef struct frame{
int frame_kind; //ACK:0, SEQ:1 FIN:2
int sq_no;
int ack;
Packet packet;
}Frame;
int main(int argc, char** argv){
if (argc != 2){
printf("Usage: %s <port>", argv[0]);
exit(0);
}
int port = atoi(argv[1]);
int sockfd;
struct sockaddr_in serverAddr, newAddr;
char buffer[1024];
socklen_t addr_size;
int frame_id=0;
Frame frame_recv;
Frame frame_send;
sockfd = socket(AF_INET, SOCK_DGRAM, 0);
memset(&serverAddr, '\0', sizeof(serverAddr));
serverAddr.sin_family = AF_INET;
serverAddr.sin_port = htons(port);
serverAddr.sin_addr.s_addr = inet_addr("127.0.0.1");
bind(sockfd, (struct sockaddr*)&serverAddr, sizeof(serverAddr));
addr_size = sizeof(newAddr);
while(1){
int f_rcv_size = recvfrom(sockfd, &frame_recv, sizeof(Frame), 0, (struct
sockaddr*)&newAddr, &addr_size);
if (f_rcv_size > 0 && frame_recv.frame_kind == 1 && frame_recv.sq_no ==
frame_id){
```

```
printf("[+]Frame Received: %s\n", frame_recv.packet.data);
frame_send.sq_no = 0;
frame_send.frame_kind = 0;
frame_send.ack = frame_recv.sq_no + 1;
sendto(sockfd, &frame_send, sizeof(frame_send), 0, (struct
sockaddr*)&newAddr, addr_size);
printf("[+]Ack Send\n");
}else{
printf("[+]Frame Not Received\n");
}
frame_id++;
}
close(sockfd);
return 0;
}
```

client.c

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <arpa/inet.h>
#include <sys/socket.h>
typedef struct packet{
char data[1024];
}Packet;
typedef struct frame{
int frame_kind; //ACK:0, SEQ:1 FIN:2
int sq_no;
int ack;
Packet packet;

}Frame;
int main(int argc, char **argv){
if (argc != 2){
printf("Usage: %s <port>", argv[0]);
exit(0);
}
int port = atoi(argv[1]);
```



```
int sockfd;
struct sockaddr_in serverAddr;
char buffer[1024];
socklen_t addr_size;
int frame_id = 0;
Frame frame_send;
Frame frame_recv;
int ack_recv = 1;
sockfd = socket(AF_INET, SOCK_DGRAM, 0);
memset(&serverAddr, '\0', sizeof(serverAddr));
serverAddr.sin_family = AF_INET;
serverAddr.sin_port = htons(port);
serverAddr.sin_addr.s_addr = inet_addr("127.0.0.1");
while(1){
    if(ack_recv == 1){
        frame_send.sq_no = frame_id;
        frame_send.frame_kind = 1;
        frame_send.ack = 0;
        printf("Enter Data: ");
        scanf("%s", buffer);
        strcpy(frame_send.packet.data, buffer);
        sendto(sockfd, &frame_send, sizeof(Frame), 0, (struct
        sockaddr*)&serverAddr, sizeof(serverAddr));
        printf("[+]Frame Send\n");
    }
    int addr_size = sizeof(serverAddr);
    int f_recv_size = recvfrom(sockfd, &frame_recv, sizeof(frame_recv), 0, (struct
    sockaddr*)&serverAddr, &addr_size);
    if( f_recv_size > 0 && frame_recv.sq_no == 0 && frame_recv.ack ==
    frame_id+1){
        printf("[+]Ack Received\n");
        ack_recv = 1;
    }else{
        printf("[-]Ack Not Received\n");
        ack_recv = 0;
    }
    frame_id++;
}
close(sockfd);
return 0;
```

}

OUTPUT

```

11111 Welcome to Linux Server 11111
Last login: Tue Jun 21 20:04:53 2022 from 192.168.99.215
p1920@administrator-rusa:~$ cd unnl/CN/
p1920@administrator-rusa:~/unnl/CN$ atom
p1920@administrator-rusa:~/unnl/CN$ gcc slide_window.c
p1920@administrator-rusa:~/unnl/CN$ ./a.out
Enter window size: 600
Enter number of frames to transmit: 2
Enter 2 frames: 12
qw
With sliding window protocol the frames will be sent in the following manner (assuming no corruption of frames)
After sending 600 frames at each stage sender waits for acknowledgement sent by the receiver
12 .609933392
Acknowledgement of above frames sent is received by sender
p1920@administrator-rusa:~/unnl/CN$ ./a.out
Enter window size: 3
Enter number of frames to transmit: 5
Enter 5 frames: 12 5 89 4 0
With sliding window protocol the frames will be sent in the following manner (assuming no corruption of frames)
After sending 3 frames at each stage sender waits for acknowledgement sent by the receiver
12 5 89
Acknowledgement of above frames sent is received by sender
4 0
Acknowledgement of above frames sent is received by sender
p1920@administrator-rusa:~/unnl/CN$

```

2. Go_Back ARQ

Reciver.c

```

#include<stdio.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<string.h>
#include<time.h>
#include<stdlib.h>
#include<ctype.h>
#include<arpa/inet.h>
#define W 5
#define P1 50
#define P2 10
char a[10];
char b[10];
void alpha9(int);
int main()
{
    struct sockaddr_in ser,cli;
    int s,n,sock,i,j,c=1,f;

```

```
unsigned int s1;
s=socket(AF_INET,SOCK_STREAM,0);
ser.sin_family=AF_INET;
ser.sin_port=6500;
ser.sin_addr.s_addr=inet_addr("127.0.0.1");
bind(s,(struct sockaddr *)&ser, sizeof(ser));
listen(s,1);
n=sizeof(cli);
sock=accept(s,(struct sockaddr *)&cli, &n);
printf("\nTCP Connection Established.\n");
s1=(unsigned int) time(NULL);
srand(s1);
strcpy(b,"Time Out ");
recv(sock,a,sizeof(a),0);
f=atoi(a);
while(1)
{
for(i=0;i<W;i++)
{
recv(sock,a,sizeof(a),0);
if(strcmp(a,b)==0)
{
break;
}
}
i=0;
while(i<W)
{
j=rand()%P1;
if(j<P2)
{
send(sock,b,sizeof(b),0);
break;
}
else
{
alpha9(c);
if(c<=f)
{
printf("\nFrame %s Received ",a);
```

```
send(sock,a,sizeof(a),0);
}
else
{
break;
}
c++;
}
if(c>f)
{
break;
}
i++;
}
}
close(sock);
close(s);
return 0;
}
void alpha9(int z)
{
int k,i=0,j,g;
k=z;
while(k>0)
{
i++;
k=k/10;
}
g=i;
i--;
while(z>0)
{
k=z%10;
a[i]=k+48;
i--;
z=z/10;
}
a[g]='\0';
}
```

Client.c

```
#include<stdio.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<string.h>
#include<time.h>
#include<stdlib.h>
#include<ctype.h>
#include<arpa/inet.h>
#define W 5
#define P1 50
#define P2 10
char a[10];
char b[10];
void alpha9(int);
int main()
{
    struct sockaddr_in ser,cli;
    int s,n,sock,i,j,c=1,f;
    unsigned int s1;
    s=socket(AF_INET,SOCK_STREAM,0);
    ser.sin_family=AF_INET;
    ser.sin_port=6500;
    ser.sin_addr.s_addr=inet_addr("127.0.0.1");
    bind(s,(struct sockaddr *)&ser, sizeof(ser));
    listen(s,1);
    n=sizeof(cli);
    sock=accept(s,(struct sockaddr *)&cli, &n);
    printf("\nTCP Connection Established.\n");
    s1=(unsigned int) time(NULL);
    srand(s1);
    strcpy(b,"Time Out ");
    recv(sock,a,sizeof(a),0);
    f=atoi(a);
    while(1)
    {
        for(i=0;i<W;i++)
        {
```

```
recv(sock,a,sizeof(a),0);
if(strcmp(a,b)==0)
{
break;
}
}
i=0;
while(i<W)
{
j=rand()%P1;
if(j<P2)
{
send(sock,b,sizeof(b),0);
break;
}
else
{
alpha9(c);
if(c<=f)
{
printf("\nFrame %s Received ",a);
send(sock,a,sizeof(a),0);
}
else
{
break;
}
c++;
}
if(c>f)
{
break;
}
i++;
}
}
close(sock);
close(s);
return 0;
}
```

```

void alpha9(int z)
{
int k,i=0,j,g;
k=z;
while(k>0)
{
i++;
k=k/10;
}
g=i;
i--;
while(z>0)
{
k=z%10;
a[i]=k+48;
i--;
z=z/10;
}
a[g]='\0';
}

```

```

Wed 06:55
p1920@administrator-rusa: ~/unnt/CN
File Edit View Search Terminal Help
The packet number 1 is not received
resending packet 1
The recieved packet is 0
All packets sent successfully
p1920@administrator-rusa: ~/unnt/CN$ ./a.out
1.Selective repeat ARQ
2.Goback ARQ
3.exit
Enter your choice:2
Enter the no. of packets to be sent:2
Floating point exception (core dumped)
p1920@administrator-rusa: ~/unnt/CN$ ./a.out
1.Selective repeat ARQ
2.Goback ARQ
3.exit
Enter your choice:2
Enter the no. of packets to be sent:3
Enter data for packets[1]2
Enter data for packets[2]1
Enter data for packets[3]5
The packet number 1 is not received
2 resending from packet 1
Received data of packet 1 is 2
Received data of packet 2 is 1
Received data of packet 3 is 5
all packets sent successfully
p1920@administrator-rusa: ~/unnt/CN$

```

3. Selective repeat ARQ

Reciver.c

```
#include<stdio.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<string.h>
#include<time.h>
#include<stdlib.h>
#include<ctype.h>
#include<arpa/inet.h>
#define W 5
#define P1 50
#define P2 10
char a[10];
char b[10];
void alpha9(int);
void alp(int);
int main()
{
    struct sockaddr_in ser,cli;
    int s,n,sock,i,j,c=1,f;
    unsigned int s1;
    s=socket(AF_INET,SOCK_STREAM,0);
    ser.sin_family=AF_INET;
    ser.sin_port=6500;
    ser.sin_addr.s_addr=inet_addr("127.0.0.1");
    bind(s,(struct sockaddr *)&ser, sizeof(ser));
    listen(s,1);
    n=sizeof(cli);
    sock=accept(s,(struct sockaddr *)&cli, &n);
    printf("\nTCP Connection Established.\n");
    s1=(unsigned int) time(NULL);
    srand(s1);
    strcpy(b,"Time Out ");
    recv(sock,a,sizeof(a),0);
    f=atoi(a);
    while(1)
    {
        for(i=0;i<W;i++)
        {
```



```
recv(sock,a,sizeof(a),0);
if(strcmp(a,b)==0)
{
break;
}
}
i=0;
while(i<W)
{
L:
j=rand()%P1;
if(j<P2)
{
alp(c);
send(sock,b,sizeof(b),0);
goto L;
}
else
{
alpha9(c);
if(c<=f)
{
printf("\nFrame %s Received ",a);
send(sock,a,sizeof(a),0);
}
else
{
break;
}
c++;
}
if(c>f)
{
break;
}
i++;
}
}
close(sock);
close(s);
```

```
return 0;
}
void alpha9(int z)
{
int k,i=0,j,g;
k=z;
while(k>0)
{
i++;
k=k/10;
}
g=i;
i--;
while(z>0)
{
k=z%10;
a[i]=k+48;
i--;
z=z/10;
}
a[g]='\0';
}
void alp(int z)
{
int k,i=1,j,g;
k=z;
b[0]='N';
while(k>0)
{
i++;
k=k/10;
}
g=i;
i--;
while(z>0)
{
k=z%10;
b[i]=k+48;
i--;
z=z/10;
}
```

```
}  
b[g]='\0';  
}
```

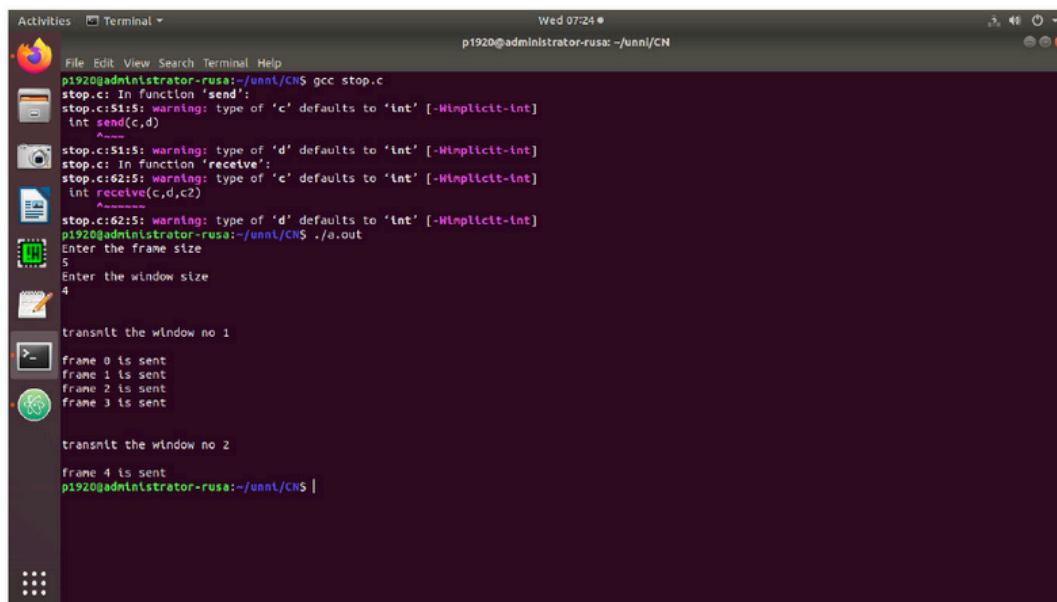
Client.c

```
#include<stdio.h>  
#include<sys/types.h>  
#include<sys/socket.h>  
#include<netinet/in.h>  
#include<string.h>  
#include<time.h>  
#include<stdlib.h>  
#include<ctype.h>  
#define W 5  
char a[10];  
char b[10];  
void alpha9(int);  
int con();  
int main()  
{  
    int s,f,wl,c=1,x,i=0,j,n,p=0,e=0;  
    struct sockaddr_in ser;  
    s=socket(AF_INET,SOCK_STREAM,0);  
    ser.sin_family=AF_INET;  
    ser.sin_port=6500;  
    ser.sin_addr.s_addr=inet_addr("127.0.0.1");  
    connect(s,(struct sockaddr *) &ser, sizeof(ser));  
    printf("\nTCP Connection Established.\n");  
    printf("\nEnter the number of Frames: ");  
    scanf("%d",&f);  
    alpha9(f);  
    send(s,a,sizeof(a),0);  
    strcpy(b,"Time Out ");  
    while(1)  
    {  
        for(i=0;i<W;i++)  
        {  
            alpha9(c);  
            send(s,a,sizeof(a),0);
```

```
if(c<=f)
{
printf("\nFrame %d Sent",c);
c++;
}
}
i=0;
wl=W;
while(i<W)
{
recv(s,a,sizeof(a),0);
p=atoi(a);
if(a[0]=='N')
{
e=con();
if(e<f)
{
printf("\nNAK %d",e);
printf("\nFrame %d sent",e);
i--;
}
}
else
{
if(p<=f)
{
printf("\nFrame %s Acknowledged",a);
wl--;
}
else
{
break;
}
}
if(p>f)
{
break;
}
i++;
}
```

```
if(wl==0 && c>f)
{
send(s,b,sizeof(b),0);
break;
}
else
{
c=c-wl;
wl=W;
}
}
close(s);
return 0;
}
void alpha9(int z)
{
int k,i=0,j,g;
k=z;
while(k>0)
{
i++;
k=k/10;
}
g=i;
i--;
while(z>0)
{
k=z%10;
a[i]=k+48;
i--;
z=z/10;
}
a[g]='\0';
}
int con()
{
char k[9];
int i=1;
while(a[i]!='\0')
{
```

```
k[i-1]=a[i];  
i++;  
}  
k[i-1]='\0';  
i=atoi(k);  
return i;  
}
```



```
Activities Terminal Wed 07:24 p1920@administrator-rusa: ~/unnt/CN  
File Edit View Search Terminal Help  
p1920@administrator-rusa:~/unnt/CN$ gcc stop.c  
stop.c: In function 'send':  
stop.c:51:5: warning: type of 'c' defaults to 'int' [-Wimplicit-int]  
    int send(c,d)  
    ^~~~~~  
stop.c:51:5: warning: type of 'd' defaults to 'int' [-Wimplicit-int]  
stop.c: In function 'receive':  
stop.c:62:5: warning: type of 'c' defaults to 'int' [-Wimplicit-int]  
    int receive(c,d,c2)  
    ^~~~~~  
stop.c:62:5: warning: type of 'd' defaults to 'int' [-Wimplicit-int]  
p1920@administrator-rusa:~/unnt/CN$ ./a.out  
Enter the frame size  
5  
Enter the window size  
4  
  
transmit the window no 1  
  
frame 0 is sent  
frame 1 is sent  
frame 2 is sent  
frame 3 is sent  
  
transmit the window no 2  
  
frame 4 is sent  
p1920@administrator-rusa:~/unnt/CN$
```

Experiment 6

Implement and simulate algorithm for Distance Vector Routing protocol

Aim: To implement and simulate algorithm for Distance vector routing protocol

Description:

This algorithm is iterative, and distributed. Each node receives information from its directly attached neighbors, performs some calculations and results to its neighboring nodes. This process of updating the information goes on until there is no exchange of information between neighbors.

Algorithm:

(adapted from Computer Networking – A top down approach by Kurose and Rose)

Bellman Ford algorithm is applied.

Let $dx(y)$ be the cost of the least cost path from node x to node y . Then Bellman Ford equation states that

$$dx(y) = \min\{ c(x,v) + dv(y) \}$$

v

where v is a neighbour of node x . $dv(y)$ is the cost of the least cost path from v to y . $c(x,v)$ is the cost from x to neighbour v . The least cost path has a value equal to minimum of $c(x,v) + dv(y)$ over all its neighbours v . The solution of Bellman Ford equation provides entries in node x 's forwarding table.

Distance vector (DV) algorithm

At each node x

Initialization:

for all destinations y in N :

$$D_x(y) = c(x,y) \text{ /* if } y \text{ is not a neighbour of } x, \text{ then } c(x,y) = \infty \text{ */}$$

```
for each neighbour w,  
send distance vector  $D_x = \{ D_x(y): y \text{ in } N \}$  to w  
loop:  
for each y in N:  
 $D_x(y) = \min \{ c(x,v) + D_v(y) \}$ 
```