



Mawlana Bhashani Science and Technology University

Lab-Report

Course Title : Computer Network Lab

Lab Report No: 06

Lab Report Name: Socket Programming (Time Protocol)

Submitted By

Name: Ali Ashadullah Arif &
Ahadul Haque
ID: IT-18031 & IT-18045
3rd Year 2nd Semester
Session: 2017-2018
Dept. of ICT
MBSTU.

Submitted To

Nazrul Islam
Assistant Professor
Dept. of ICT
MBSTU.

Theory:

Socket Programming: Socket programming is a way of connecting two nodes on a network to communicate with each other. One socket(node) listens on a particular port at an IP, while other socket reaches out to the other to form a connection. Server forms the listener socket while client reaches out to the server.

When the connection is made, the server creates a socket object on its end of the communication. The client and the server can now communicate by writing to and reading from the socket.

The `java.net.Socket` class represents a socket, and the `java.net.ServerSocket` class provides a mechanism for the server program to listen for clients and establish connections with them.

The following steps occur when establishing a TCP connection between two computers using sockets –

- (i) The server instantiates a `ServerSocket` object, denoting which port number communication is to occur on.
- (ii) The server invokes the `accept()` method of the `ServerSocket` class. This method waits until a client connects to the server on the given port.
- (iii) After the server is waiting, a client instantiates a `Socket` object, specifying the server name and the port number to connect to.
- (iv) The constructor of the `Socket` class attempts to connect the client to the specified server and the port number. If communication is established, the client now has a `Socket` object capable of communicating with the server.
- (v) On the server side, the `accept()` method returns a reference to a new socket on the server that is connected to the client's socket.

(1) Briefly explain the term IPC in terms of TCP/IP communication.

Answer:

InterProcess Communication is a term we use for interactions between two processes on the same host. William Westlake mentions TCP/IP, which is used for interactions with another host. It can be used locally as well, but it is relatively inefficient. Unix domain sockets are used in the same way, but are only for local use and a bit more efficient.

The answer will be different each Operating System. Unix offers System V IPC, which gives you message queues, shared memory, and semaphores.

Message queues are easy to use: processes and threads can send variable-sized messages by appending them to some queue and others can receive messages from them so that each message is received at most once. Those operations can be blocking or non-blocking. The difference with UDP is that messages are received in the same order as they are sent. Pipes are simpler, but pass a stream of data instead of distinct messages. Line feeds can be used as delimiters.

(2) What is the maximum size of a UDP datagram? What are the implications of using a packet-based Protocol as opposed to a stream protocol for transfer of large files?

Answer:

It depends on the underlying protocol i.e., whether you are using IPv4 or IPv6.

- In IPv4, the maximum length of packet size is 65,536. So, for UDP datagram you have maximum data length as:
 $65,535 \text{ bytes} - 20 \text{ bytes (Size of IP header)} = 65,515 \text{ bytes (including 8 bytes UDP header)}$
- In IPv6, the maximum length of packet size allowed is 64 kB, so, you can have UDP datagram of size greater than that.

NOTE: This size is the theoretical maximum size of UDP Datagram, in practice though, this limit is further constrained by the MTU of data-link layer(which varies for each data-link layer technology, but cannot be less than 576 bytes), considering that, maximum size of UDP datagram can be further calculated as (for IPv4):

- $576 \text{ bytes} - 20 \text{ bytes (IP header)} = 556 \text{ (including 8 bytes UDP header)}$

(3) TCP is a reliable transport protocol, briefly explain what techniques are used to provide this reliability.

Answer:

A number of mechanisms help provide the reliability TCP guarantees. Each of these is described briefly below.

Checksums. All TCP segments carry a checksum, which is used by the receiver to detect errors with either the TCP header or data .

Duplicate data detection. It is possible for packets to be duplicated in packet switched network; therefore TCP keeps track of bytes received in order to discard duplicate copies of data that has already been received.

Retransmissions. In order to guarantee delivery of data, TCP must implement retransmission schemes for data that may be lost or damaged. The use of positive acknowledgements by the receiver to the sender confirms successful reception of data. The lack of positive acknowledgements, coupled with a timeout period calls for a retransmission.

Sequencing. In packet switched networks, it is possible for packets to be delivered out of order. It is TCP's job to properly sequence segments it receives so it can deliver the byte stream data to an application in order.

Timers. TCP maintains various static and dynamic timers on data sent. The sending TCP waits for the receiver to reply with an acknowledgement within a bounded length of time. If the timer expires before receiving an acknowledgement, the sender can retransmit the segment.

(4) Why are the htons(), htonl(), ntohs(), ntohl() functions used?

Answer:

These are used for:

htons() host to network short

htonl() host to network long

ntohs() network to host short

ntohl() network to host long

(5) What is the difference between a datagram socket and a stream socket?

Answer:

The difference is given below:

- Stream sockets enable processes to communicate using TCP. A stream socket provides a bidirectional, reliable, sequenced, and unduplicated flow of data with no record boundaries. After the connection has been established, data can be read from and written to these sockets as a byte stream. The socket type is `SOCK_STREAM`.
- Datagram sockets enable processes to use UDP to communicate. A datagram socket supports a bidirectional flow of messages. A process on a datagram socket might receive messages in a different order from the sending sequence. A process on a datagram socket might receive duplicate messages. Messages that are sent over a datagram socket might be dropped. Record boundaries in the data are preserved. The socket type is `SOCK_DGRAM`.

Time Protocol implementation: 2.2.2

A java program where the following GreetingClient is a client program that connects to a server by using a socket and sends a greeting, and then waits for a response.

```
// File Name
GreetingClient.java import
java.net.*;
import java.io.*;

public class GreetingClient {

    public static void main(String []
args) { String serverName =
args[0];

    int port =
Integer.parseInt(args[1]); try {

    System.out.println("Connecting to " + serverName + " on port " + port);
    Socket client = new Socket(serverName, port); System.out.println("Just
connected to " + client.getRemoteSocketAddress()); OutputStream
outToServer = client.getOutputStream(); DataOutputStream out = new
DataOutputStream(outToServer);

    out.writeUTF("Hello from " +
client.getLocalSocketAddress()); InputStream
inFromServer = client.getInputStream(); DataInputStream
in = new DataInputStream(inFromServer);
    System.out.println("Server says " + in.readUTF());
    client.close();
```

```
    } catch (IOException  
e) {  
    e.printStackTrace();  
    }  
    }  
}
```

The following GreetingServer program is an example of a server application that uses the Socket class to listen for clients on a port number specified by a command-line argument –

```
// File Name  
GreetingServer.java import  
java.net.*;  
import java.io.*;  
  
public class GreetingServer extends Thread {  
    private ServerSocket serverSocket;  
  
    public GreetingServer(int port) throws IOException {  
        serverSocket = new ServerSocket(port);  
        serverSocket.setSoTimeout(10000);  
    }  
  
    public void run() {  
        while(true) {  
            try {
```

```
System.out.println("Waiting for client on port " + serverSocket.getLocalPort() +
"..."); Socket server = serverSocket.accept();
```

```
System.out.println("Just connected to " +
server.getRemoteSocketAddress()); DataInputStream in = new
DataInputStream(server.getInputStream());
```

```
System.out.println(in.readUTF());
```

```
DataOutputStream out = new
DataOutputStream(server.getOutputStream()); out.writeUTF("Thank you
for connecting to " + server.getLocalSocketAddress()
+ "\nGoodbye!");
server.close();
```

```
} catch (SocketTimeoutException s) {
System.out.println("Socket timed
out!"); break;
```

```
} catch (IOException
e) {
e.printStackTrace();
break;
}
```

```
}
```

```
}
```

```
public static void main(String [] args) {
int port = Integer.parseInt(args[0]);
try {
Thread t = new GreetingServer(port);
```



```
t.start();  
  
} catch (IOException  
e) {  
e.printStackTrace();  
}  
  
}  
  
}
```