



Faculty of Engineering & Technology

Electrical & Computer Engineering Department

**ENCS3320-Computer Networks
Project#1**

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Part 1:

1-In your own words, what are ping, tracert, nslookup, and telnet (write one sentence for each one)

1) Ping: A command used to determine the time it takes for the data to travel between two

2)Tracert: is a command-line utility that traces the path of network packets from the source to

the destination.

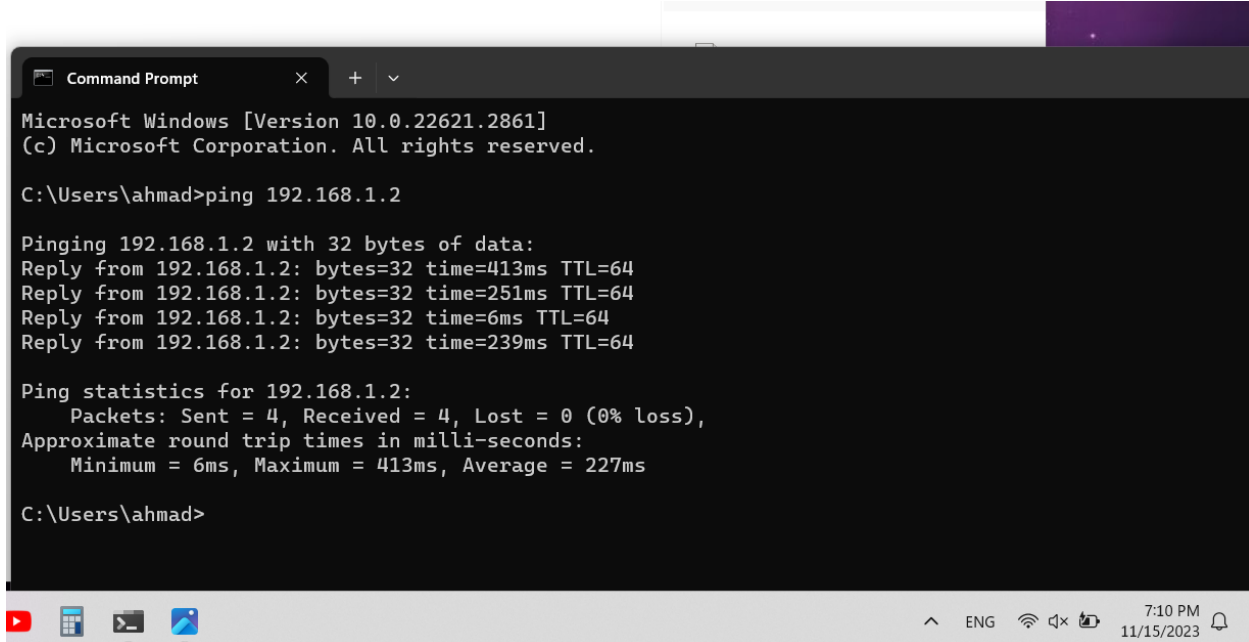
3)Nslookup: is a command-line tool used to query DNS to retrieve information about a domain,

including its IP address, IPV4 address, and alias name.

4) Telnet is a network protocol used for establishing remote connections to devices or servers, enabling users to interact with the target system through a command-line interface.

2-Make sure that your computer is connected to the internet and then run the following commands:

1-Ping a device in the same network, e.g. from a laptop to a smartphone.

A screenshot of a Windows Command Prompt window. The title bar says "Command Prompt". The text inside shows the Windows version (10.0.22621.2861) and copyright information. The user has entered the command "ping 192.168.1.2". The output shows four successful replies from 192.168.1.2 with varying response times (413ms, 251ms, 6ms, 239ms) and a TTL of 64. It also displays ping statistics: 4 packets sent, 4 received, 0% loss, with minimum, maximum, and average round trip times of 6ms, 413ms, and 227ms respectively. The taskbar at the bottom shows the date and time as 7:10 PM on 11/15/2023.

```
Microsoft Windows [Version 10.0.22621.2861]
(c) Microsoft Corporation. All rights reserved.

C:\Users\ahmad>ping 192.168.1.2

Pinging 192.168.1.2 with 32 bytes of data:
Reply from 192.168.1.2: bytes=32 time=413ms TTL=64
Reply from 192.168.1.2: bytes=32 time=251ms TTL=64
Reply from 192.168.1.2: bytes=32 time=6ms TTL=64
Reply from 192.168.1.2: bytes=32 time=239ms TTL=64

Ping statistics for 192.168.1.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 6ms, Maximum = 413ms, Average = 227ms

C:\Users\ahmad>
```

In the previous screenshot, we made Pinging 192.168.1.2 with 32 bytes of data: the ping utility is sending packets of size 32 bytes to the specified IP address.

Reply from 192.168.1.2: bytes = 32, time = 413ms TTL=64: These lines represent the replies received from the destination IP address (a smartphone). Each line indicates a successful reply, displaying the response time in milliseconds (time = 413 ms), the size of the packet in bytes (bytes = 32), and the Time to Live (TTL) value, which represents the number of hops the packet can traverse before being discarded (TTL = 64).

The "time=413ms" indicates that the round trip time for the ICMP (Internet Control Message Protocol) echo request and reply packets to travel from the sender (laptop) to the destination (192.168.1.2) and back to the sender is 413 milliseconds.

Ping statistics for 192.168.1.2, this line provides a summary of the ping statistics for the destination IP address (a smartphone).

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss): This line indicates the number of packets sent, received, and lost during the ping operation. In our situation, all packets were received successfully, resulting in 0% packet loss.

Approximate round trip times in milliseconds: This section provides additional information about the response times for the sent packets. **Minimum = 6ms, Maximum = 413ms, Average = 227ms:** These values represent the minimum, maximum, and average response times, respectively, measured in milliseconds

2-ping www.cornell.edu

```
Microsoft Windows [Version 10.0.22621.2428]
(c) Microsoft Corporation. All rights reserved.

C:\Users\ahmad>ping www.cornell.edu

Pinging part-0034.t-0009.t-msedge.net [13.107.246.62] with 32 bytes of data:
Reply from 13.107.246.62: bytes=32 time=12ms TTL=120
Reply from 13.107.246.62: bytes=32 time=15ms TTL=120
Reply from 13.107.246.62: bytes=32 time=43ms TTL=120
Reply from 13.107.246.62: bytes=32 time=35ms TTL=120

Ping statistics for 13.107.246.62:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 12ms, Maximum = 43ms, Average = 26ms

C:\Users\ahmad>tracert www.cornell.edu

Tracing route to part-0034.t-0009.t-msedge.net [13.107.246.62]
over a maximum of 30 hops:
  0  4 ms  5 ms  2 ms  192.168.1.1
  1  7 ms  6 ms  7 ms  10.74.32.250
  2  *      *      7 ms  10.74.22.21
  3  *      *      *      Request timed out.
  4  13 ms  20 ms  13 ms  ae61-0.ier02.tlv30.ntwk.msn.net [104.44.36.229]
  5  12 ms  19 ms  30 ms  13.104.140.42
  6  *      *      *      Request timed out.
  7  28 ms  12 ms  13 ms  13.107.246.62

Trace complete.

C:\Users\ahmad>
```

3-tracert www.cornell.edu

```
C:\Users\ahmad>tracert www.cornell.edu

Tracing route to part-0034.t-0009.t-msedge.net [13.107.246.62]
over a maximum of 30 hops:
  0  4 ms  5 ms  2 ms  192.168.1.1
  1  7 ms  6 ms  7 ms  10.74.32.250
  2  *      *      7 ms  10.74.22.21
  3  *      *      *      Request timed out.
  4  13 ms  20 ms  13 ms  ae61-0.ier02.tlv30.ntwk.msn.net [104.44.36.229]
  5  12 ms  19 ms  30 ms  13.104.140.42
  6  *      *      *      Request timed out.
  7  28 ms  12 ms  13 ms  13.107.246.62

Trace complete.

C:\Users\ahmad>
```

The output shows that the packets pass through seven network devices before reaching the destination, with round-trip times ranging from 2 to 30 milliseconds. The first hops are on the local network, followed by several hops on the Cogent Communications network, before finally reaching the destination at IP address 13.107.246.62. This server appears to be hosting the website for Cornell University.

4-nslookup www.cornell.edu

```
C:\Users\ahmad>nslookup www.cornell.edu
Server: dns.google
Address: 8.8.8.8

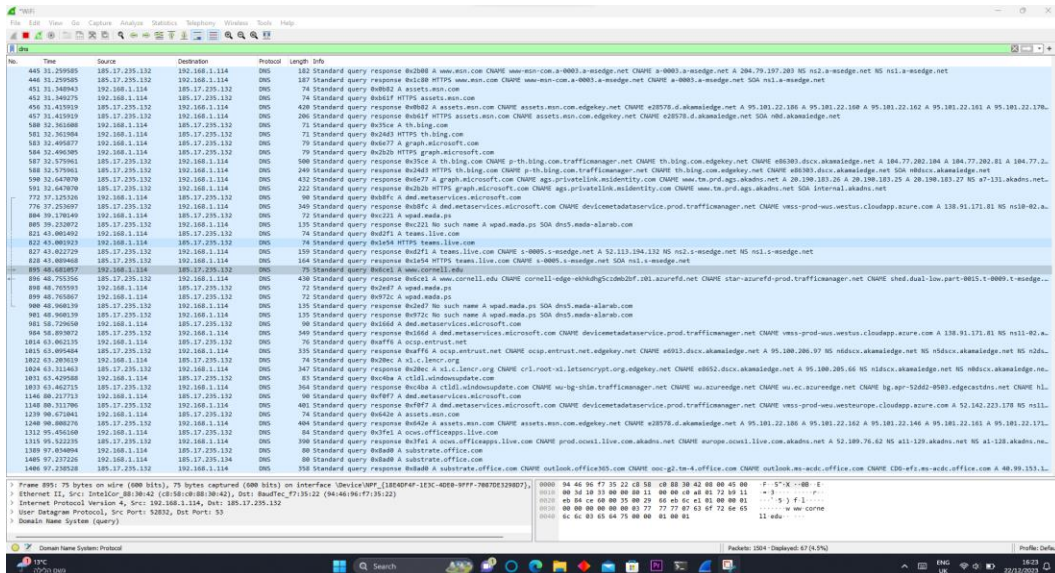
Non-authoritative answer:
Name:   part-0034.t-0009.t-msedge.net
Addresses: 2620:1ec:bdf::62
          2620:1ec:46::62
          13.107.246.62
          13.107.213.62

Aliases: www.cornell.edu
         cornell-edge-ekhkdhg5czdmb2bf.z01.azurefd.net
         star-azurefd-prod.trafficmanager.net
         shed.dual-low.part-0034.t-0009.t-msedge.net

C:\Users\ahmad>
```

The output above shows the alias name that represents two names for the same IP address. In our case, it shows the actual name for the website, www.cornell.edu, and we discovered it is the alias name, and as we know in the DNS records, the real name takes the type CNAME and the alias name takes the type A.

5-use Wireshark to capture some DNS messages.



From the ping results, do you think the response you have got is from the USA? Explain your answer briefly.

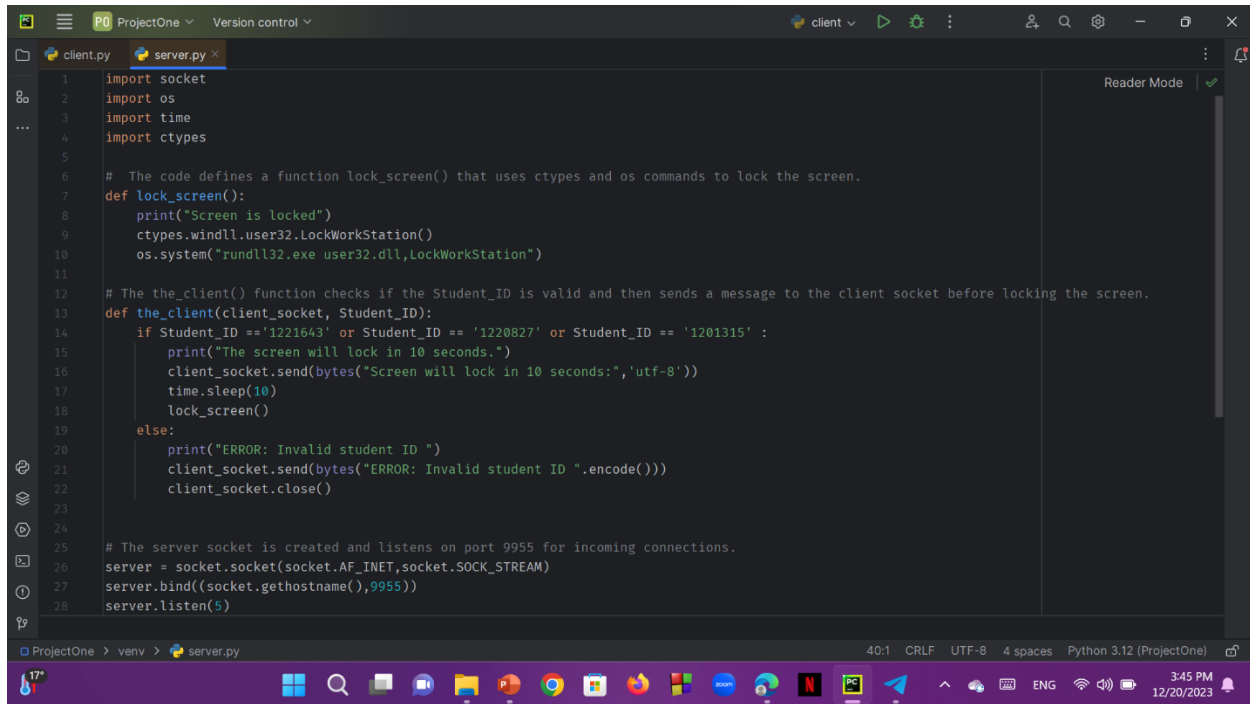
Yes from the information, the IP address is 13.107.246.62 Cornell University, then the response obtained from a ping is likely from the United States, as Cornell University is located in the United States. The IP address is a key identifier for networked devices.

Part 2

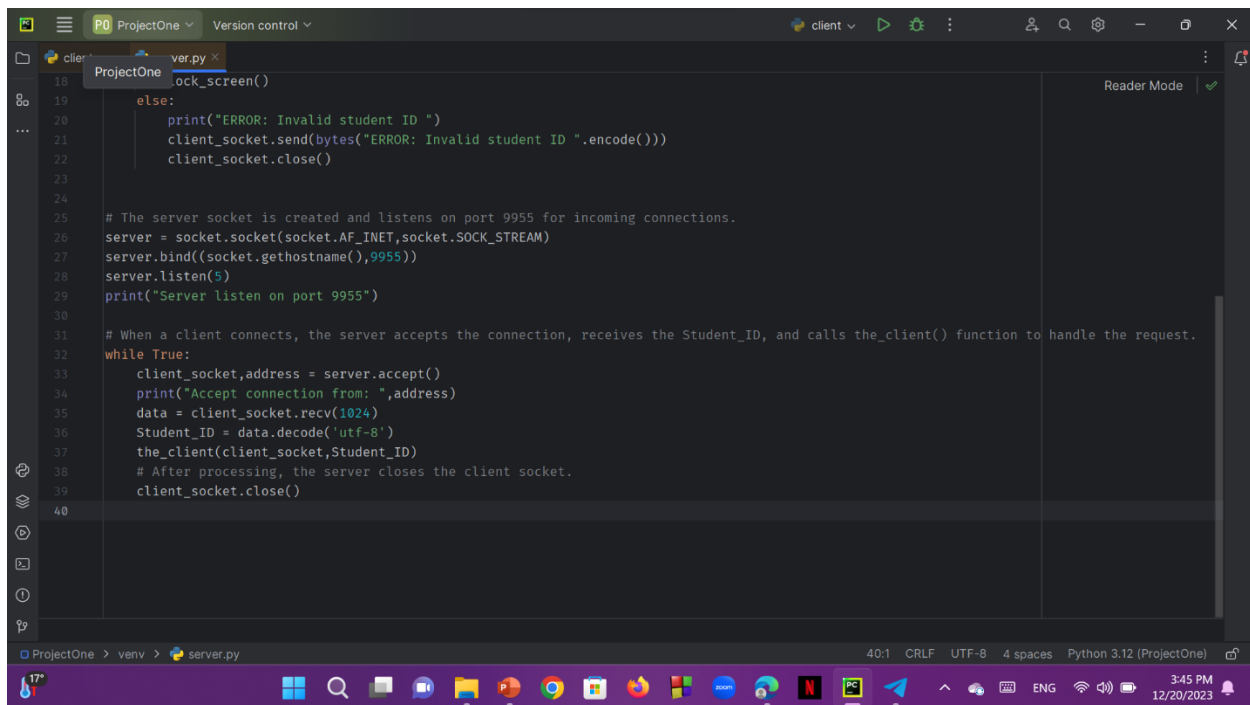
First, we need a server socket and a client socket to send and receive message between both.

We will start with server socket:

The server socket



```
1 import socket
2 import os
3 import time
4 import ctypes
5
6 # The code defines a function lock_screen() that uses ctypes and os commands to lock the screen.
7 def lock_screen():
8     print("Screen is locked")
9     ctypes.windll.user32.LockWorkStation()
10    os.system("rundll32.exe user32.dll,LockWorkStation")
11
12 # The the_client() function checks if the Student_ID is valid and then sends a message to the client socket before locking the screen.
13 def the_client(client_socket, Student_ID):
14     if Student_ID == '1221643' or Student_ID == '1220827' or Student_ID == '1201315':
15         print("The screen will lock in 10 seconds.")
16         client_socket.send(bytes("Screen will lock in 10 seconds:", 'utf-8'))
17         time.sleep(10)
18         lock_screen()
19     else:
20         print("ERROR: Invalid student ID ")
21         client_socket.send(bytes("ERROR: Invalid student ID ".encode()))
22         client_socket.close()
23
24 # The server socket is created and listens on port 9955 for incoming connections.
25 server = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
26 server.bind((socket.gethostname(), 9955))
27 server.listen(5)
28
```



```
18 lock_screen()
19 else:
20     print("ERROR: Invalid student ID ")
21     client_socket.send(bytes("ERROR: Invalid student ID ".encode()))
22     client_socket.close()
23
24 # The server socket is created and listens on port 9955 for incoming connections.
25 server = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
26 server.bind((socket.gethostname(), 9955))
27 server.listen(5)
28 print("Server listen on port 9955")
29
30 # When a client connects, the server accepts the connection, receives the Student_ID, and calls the_client() function to handle the request.
31 while True:
32     client_socket, address = server.accept()
33     print("Accept connection from: ", address)
34     data = client_socket.recv(1024)
35     Student_ID = data.decode('utf-8')
36     the_client(client_socket, Student_ID)
37     # After processing, the server closes the client socket.
38     client_socket.close()
39
40
```

We create a `lock_screen ()` function it is defined to lock the screen using `ctypes` and `os` commands. It prints a message and then locks the screen using the `LockWorkStation ()` function from the `user32` library.

```
client.py  server.py
1  import socket
2  import os
3  import time
4  import ctypes
5
6  # The code defines a function lock_screen() that uses ctypes and os commands to lock the screen.
7  def lock_screen():
8      print("Screen is locked")
9      ctypes.windll.user32.LockWorkStation()
10     os.system("rundll32.exe user32.dll,LockWorkStation")
```

the `_client ()` function takes a `Student_ID` as parameters. It checks if the `Student_ID` is valid and sends a message to the client socket before locking the screen if the ID is valid. If the ID is invalid, it sends an error message to the client socket and closes the connection.

```
11
12 # The the_client() function checks if the Student_ID is valid and then sends a message to the client socket before locking the screen.
13 def the_client(client_socket, Student_ID):
14     if Student_ID == '1221643' or Student_ID == '1220827' or Student_ID == '1201315':
15         print("The screen will lock in 10 seconds.")
16         client_socket.send(bytes("Screen will lock in 10 seconds:", 'utf-8'))
17         time.sleep(10)
18         lock_screen()
19     else:
20         print("ERROR: Invalid student ID ")
21         client_socket.send(bytes("ERROR: Invalid student ID ".encode()))
22         client_socket.close()
23
```

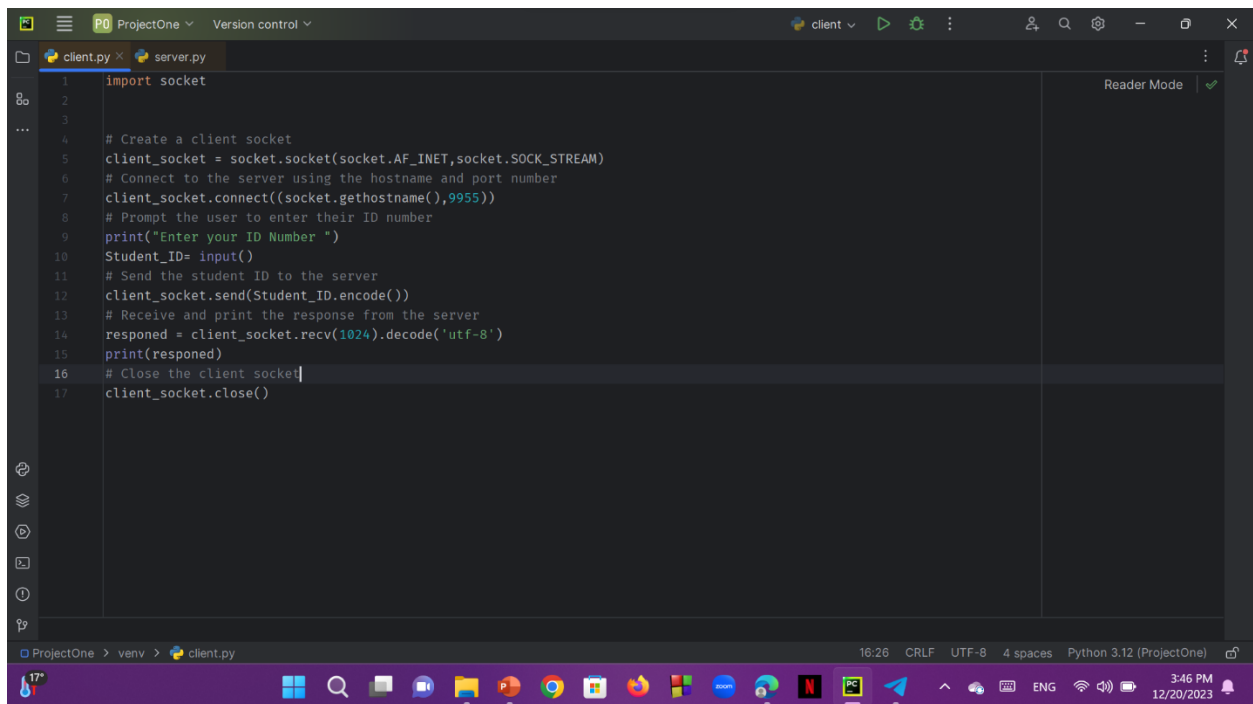
Server socket is created using `socket.socket()`, specifying `AF_INET` as the address and `SOCK_STREAM` as the socket type. The server binds to the hostname on port 9955 and listens for incoming connections with a backlog of 5.

```
25 # The server socket is created and listens on port 9955 for incoming connections.
26 server = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
27 server.bind((socket.gethostname(), 9955))
28 server.listen(5)
29 print("Server listen on port 9955")
30
```

In infinite loop, the server accepts incoming connections from clients using `accept()`. When a client connects, it receives data (the `Student_ID`) from the client socket, decodes it, and calls the `_client()` function to handle the request.

```
31 # When a client connects, the server accepts the connection, receives the Student_ID, and calls the_client() function to handle the request.
32 while True:
33     client_socket, address = server.accept()
34     print("Accept connection from: ", address)
35     data = client_socket.recv(1024)
36     Student_ID = data.decode('utf-8')
37     the_client(client_socket, Student_ID)
38     # After processing, the server closes the client socket.
39     client_socket.close()
40
```

Client socket:



The screenshot shows a code editor window with a dark theme. The title bar indicates the project is 'ProjectOne' and the file is 'client.py'. The code is as follows:

```
1 import socket
2
3
4 # Create a client socket
5 client_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
6 # Connect to the server using the hostname and port number
7 client_socket.connect((socket.gethostname(), 9955))
8 # Prompt the user to enter their ID number
9 print("Enter your ID Number ")
10 Student_ID = input()
11 # Send the student ID to the server
12 client_socket.send(Student_ID.encode())
13 # Receive and print the response from the server
14 response = client_socket.recv(1024).decode('utf-8')
15 print(response)
16 # Close the client socket
17 client_socket.close()
```

The editor interface includes a sidebar on the left with icons for Explorer, Search, and Run and Debug. The bottom status bar shows the file path 'ProjectOne > venv > client.py', encoding 'UTF-8', and other settings.

Create a client socket using the `socket.socket()` function, specifying the address (`AF_INET` for IPv4) and the socket type (`SOCK_STREAM` for TCP).

Connect to the server using the `connect()` method of the `client_socket` object, providing the hostname and port number as a tuple.

Prompt the user to enter their ID number .

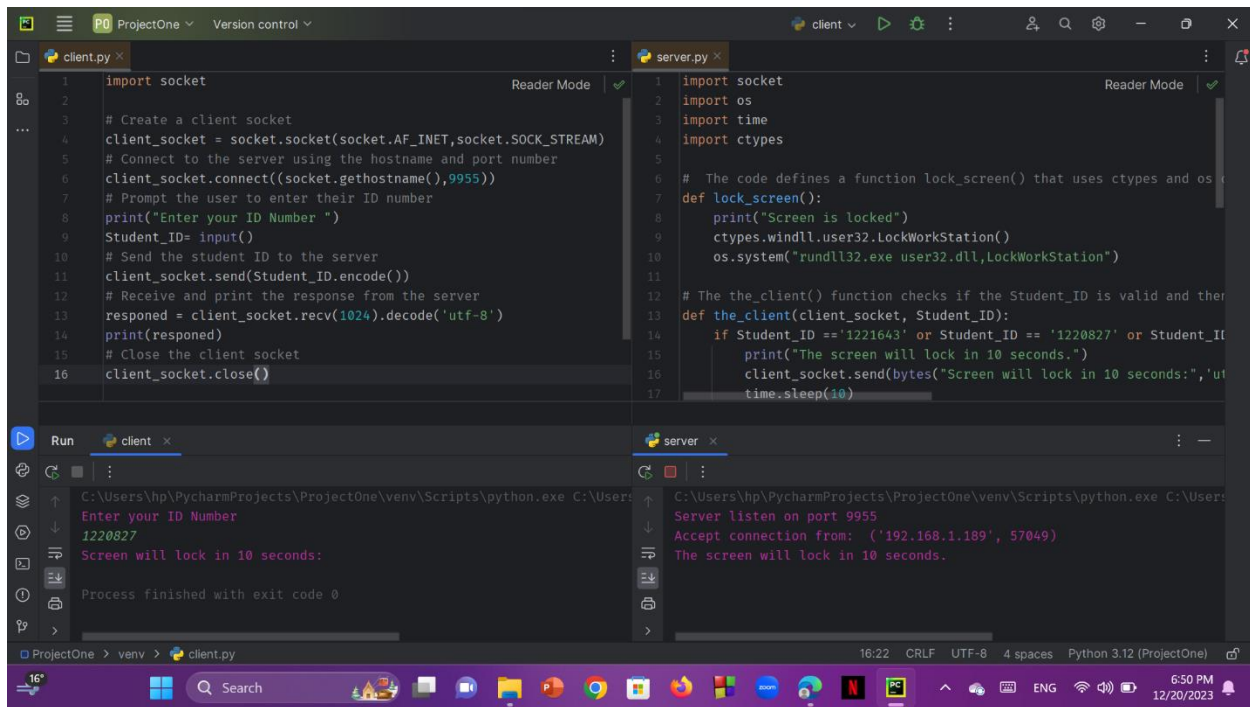
Read the user's input for their ID number and store it in a variable called `Student_ID`.

Send the student ID to the server using the `send()` method of the `client_socket` object, encoding it into bytes using `encode()`.

Receive a response from the server using the `recv()` method of `client_socket`, specifying a buffer size of 1024 bytes, and decode it from bytes to a string using `decode('utf-8')`.

Print out the response from the server .

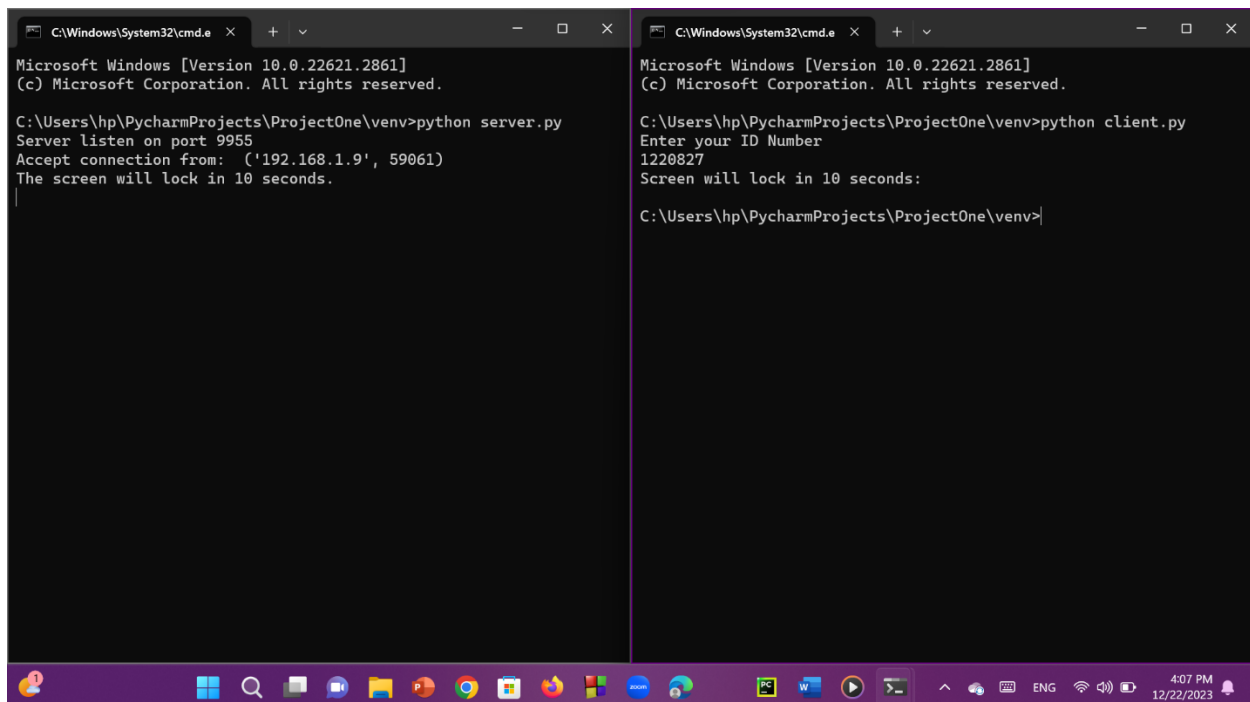
The output in console :



The screenshot shows the PyCharm IDE with two files open: `client.py` and `server.py`. The `client.py` file contains code to create a client socket, connect to the server at port 9955, prompt the user for an ID number, send it, and receive a response. The `server.py` file contains code to listen on port 9955, accept connections, check if the received ID is '1221643' or '1220827', and if so, send a message and lock the screen for 10 seconds using `os.system("rundll32.exe user32.dll,LockWorkStation")`.

The console output for `client.py` shows the user entering '1220827' and receiving the message 'Screen will lock in 10 seconds:'. The console output for `server.py` shows the server listening on port 9955, accepting a connection from '192.168.1.189', and sending the message 'The screen will lock in 10 seconds.'.

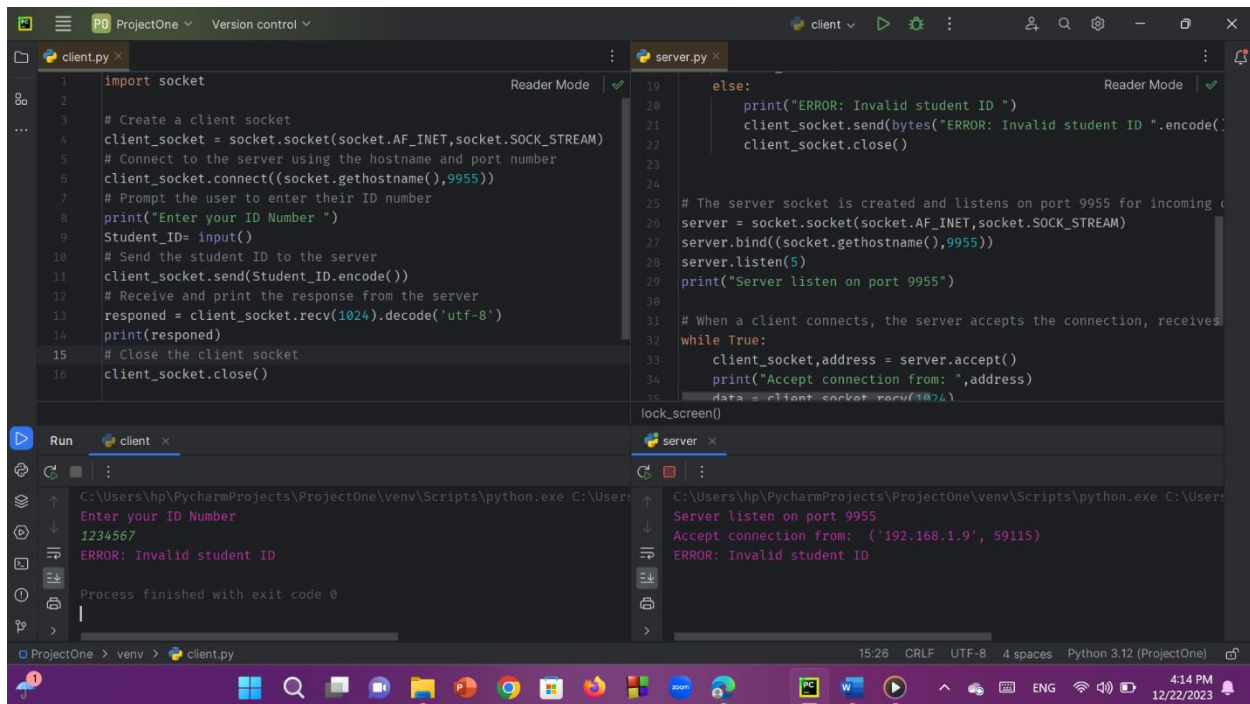
The output in command :



The screenshot shows two Windows Command Prompt windows. The left window shows the execution of `python server.py`, which outputs 'Server listen on port 9955', 'Accept connection from: ('192.168.1.9', 59061)', and 'The screen will lock in 10 seconds.'.

The right window shows the execution of `python client.py`, which outputs 'Enter your ID Number', '1220827', and 'Screen will lock in 10 seconds:'.

The output when the user enter Invalid student id in console:



The screenshot shows the PyCharm IDE with two files open: `client.py` and `server.py`. The `client.py` file contains code for creating a client socket, connecting to the server, sending a student ID, and receiving a response. The `server.py` file contains code for creating a server socket, listening for connections, accepting connections, and sending an error message if the student ID is invalid. The console output for `client.py` shows the user entering "1234567" and receiving the error message "ERROR: Invalid student ID". The console output for `server.py` shows the server listening on port 9955, accepting a connection from '192.168.1.9', and sending the error message "ERROR: Invalid student ID".

```
client.py
1 import socket
2
3 # Create a client socket
4 client_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
5 # Connect to the server using the hostname and port number
6 client_socket.connect((socket.gethostname(), 9955))
7 # Prompt the user to enter their ID number
8 print("Enter your ID Number ")
9 Student_ID = input()
10 # Send the student ID to the server
11 client_socket.send(Student_ID.encode())
12 # Receive and print the response from the server
13 responded = client_socket.recv(1024).decode('utf-8')
14 print(responded)
15 # Close the client socket
16 client_socket.close()
```

```
server.py
19 else:
20     print("ERROR: Invalid student ID ")
21     client_socket.send(bytes("ERROR: Invalid student ID ".encode('utf-8')))
22     client_socket.close()
23
24 # The server socket is created and listens on port 9955 for incoming connections
25 server = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
26 server.bind((socket.gethostname(), 9955))
27 server.listen(5)
28 print("Server listen on port 9955")
29
30 # When a client connects, the server accepts the connection, receives data, and sends a response
31 while True:
32     client_socket, address = server.accept()
33     print("Accept connection from: ", address)
34     data = client_socket.recv(1024)
35     lock_screen()
```

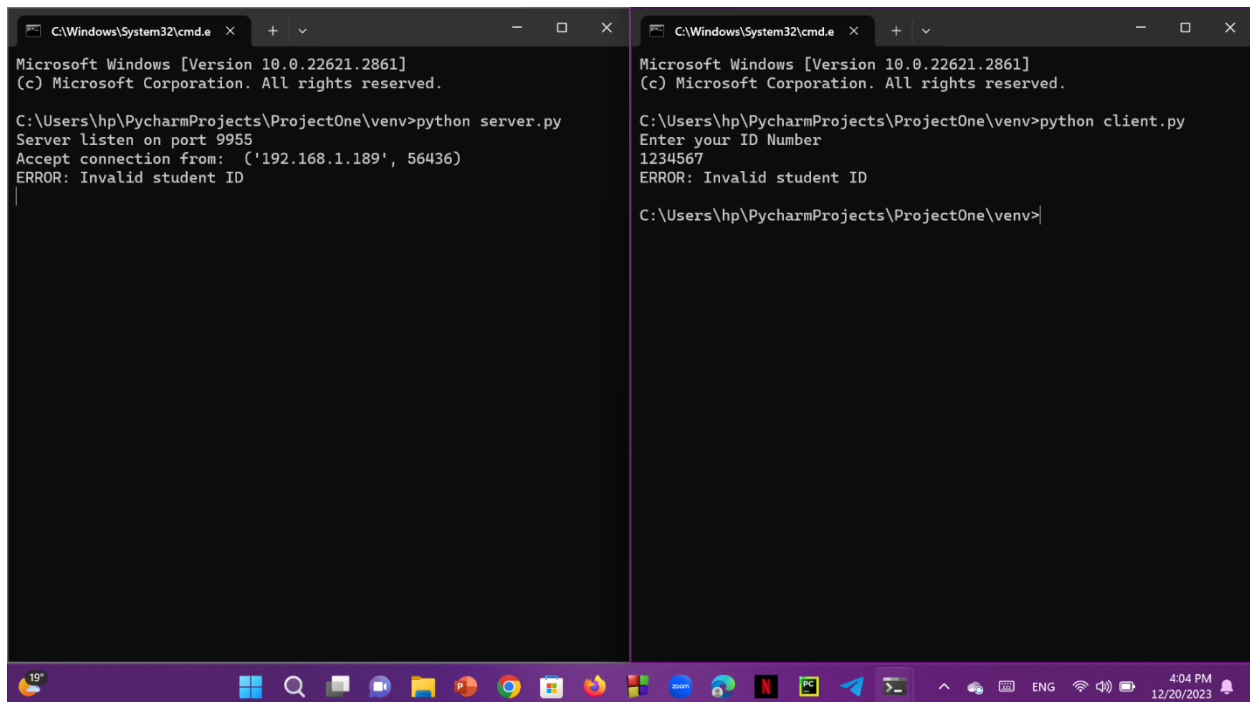
Run client

```
C:\Users\hp\PycharmProjects\ProjectOne\venv\Scripts\python.exe C:\Users\hp\PycharmProjects\ProjectOne\venv\Scripts\python.exe C:\Users\hp\PycharmProjects\ProjectOne\venv\Scripts\python.exe
Enter your ID Number
1234567
ERROR: Invalid student ID
Process finished with exit code 0
```

Run server

```
C:\Users\hp\PycharmProjects\ProjectOne\venv\Scripts\python.exe C:\Users\hp\PycharmProjects\ProjectOne\venv\Scripts\python.exe C:\Users\hp\PycharmProjects\ProjectOne\venv\Scripts\python.exe
Server listen on port 9955
Accept connection from: ('192.168.1.9', 59115)
ERROR: Invalid student ID
```

The output when the user enter Invalid student id in command:



The screenshot shows two Windows command prompt windows. The left window shows the output of running `python server.py`, which displays "Server listen on port 9955", "Accept connection from: ('192.168.1.189', 56436)", and "ERROR: Invalid student ID". The right window shows the output of running `python client.py`, which displays "Enter your ID Number", "1234567", and "ERROR: Invalid student ID".

```
C:\Windows\System32\cmd.e
Microsoft Windows [Version 10.0.22621.2861]
(c) Microsoft Corporation. All rights reserved.

C:\Users\hp\PycharmProjects\ProjectOne\venv>python server.py
Server listen on port 9955
Accept connection from: ('192.168.1.189', 56436)
ERROR: Invalid student ID
```

```
C:\Windows\System32\cmd.e
Microsoft Windows [Version 10.0.22621.2861]
(c) Microsoft Corporation. All rights reserved.

C:\Users\hp\PycharmProjects\ProjectOne\venv>python client.py
Enter your ID Number
1234567
ERROR: Invalid student ID

C:\Users\hp\PycharmProjects\ProjectOne\venv>
```

Part 3:

1.

Interpretation of Data: The Content-Type header is crucial for the server to interpret the incoming data correctly. Different types of data require different processing. For instance, HTML content is rendered differently from JSON data.

Error Handling: If the server receives data that it cannot interpret or process, it can return an appropriate error response (e.g., 415 Unsupported Media Type) based on the Content-Type header.

In summary, the Content-Type header is essential for proper communication between the client and server by specifying the type of data being sent or received, enabling correct interpretation and processing of the payload.

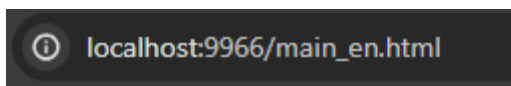
```
connectionSocket.send("Content-Type: text/html \
```

2.

if the request is **/ or /index.html or /main_en.html or /en (for example localhost:9966/ or localhost:9966/en)** then the server should send **main_en.html** file with Content-Type: text/html.

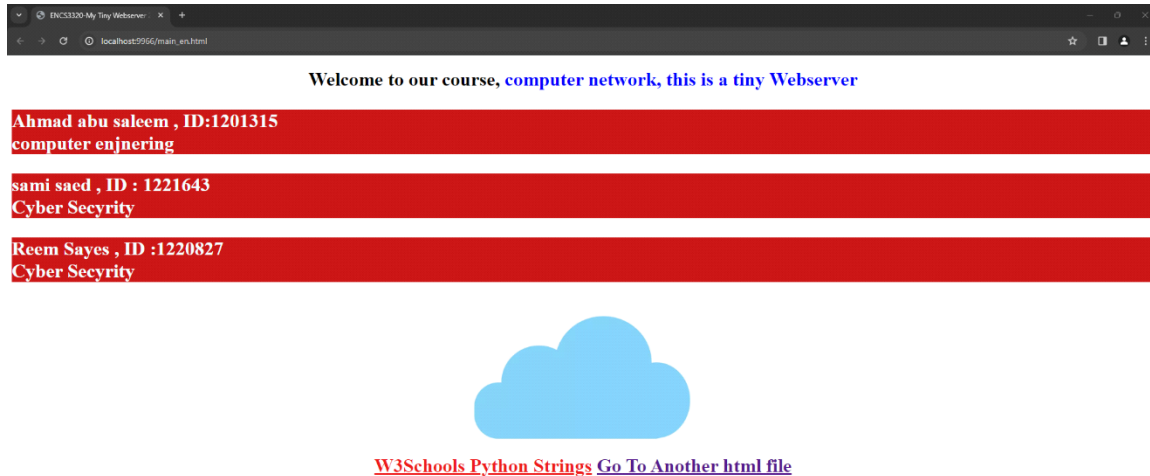
```
if (filename == '/' or filename == '/index.html' or filename == '/main_en.html' or filename == '/en' or '/en/'
    connectionSocket.send("HTTP/1.1 200 OK \r\n".encode()) #and if it is,it sends an HTTP response with a "2
    connectionSocket.send("Content-Type: text/html \r\n".encode()) # send the HTML file: the content type "t
    connectionSocket.send("\r\n".encode())
    file1=open("main_en.html", "rb") #then the server should send main_en.html file
    connectionSocket.send(file1.read())
```

the result of the if statement is that when you search for("index.html", "main_en.html", "en") will open the main page in ("English).



localhost:9966/main_en.html

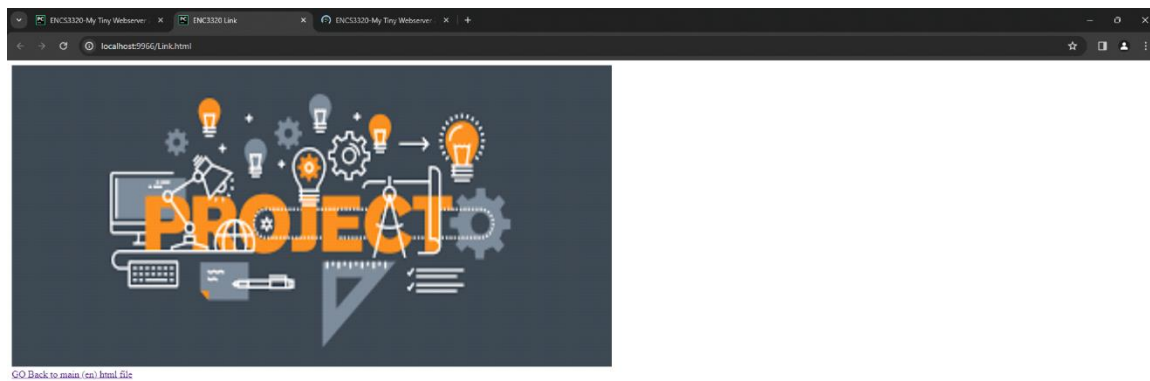
3.this is the main HTML file in ("English") and it has student info about the student who worked on the project the page has a link to another HTML file and a link to ("https://www.w3schools.com/python/python_strings.asp").



the link to another HTML file :

[Go To Another html file](#)

will open a new window of another HTML file :-



4.

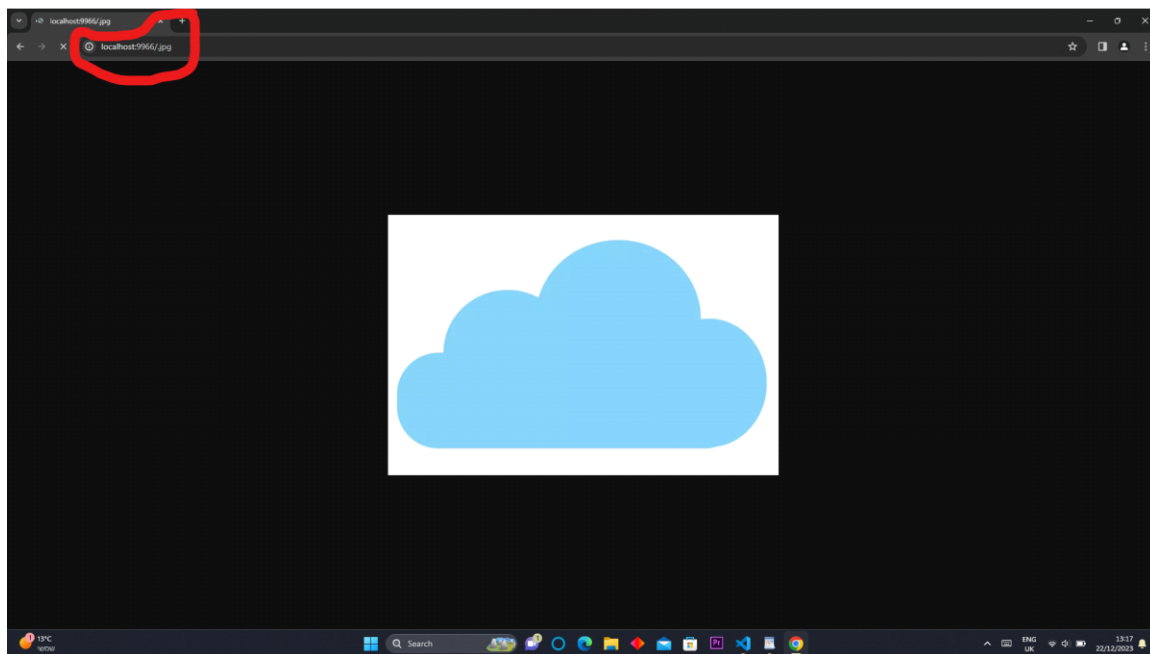
when you search for ("/ar"):



then this page will appear:



when you search for (".jpg"):



note: these are examples and the same thing when you search for.
Png,css,html file.

5.

Use the status code **307 Temporary Redirect :)**

Search for the URL links (/cr,/so,/rt):

/cr for cornell.edu website.

/so for stackoverflow.com.

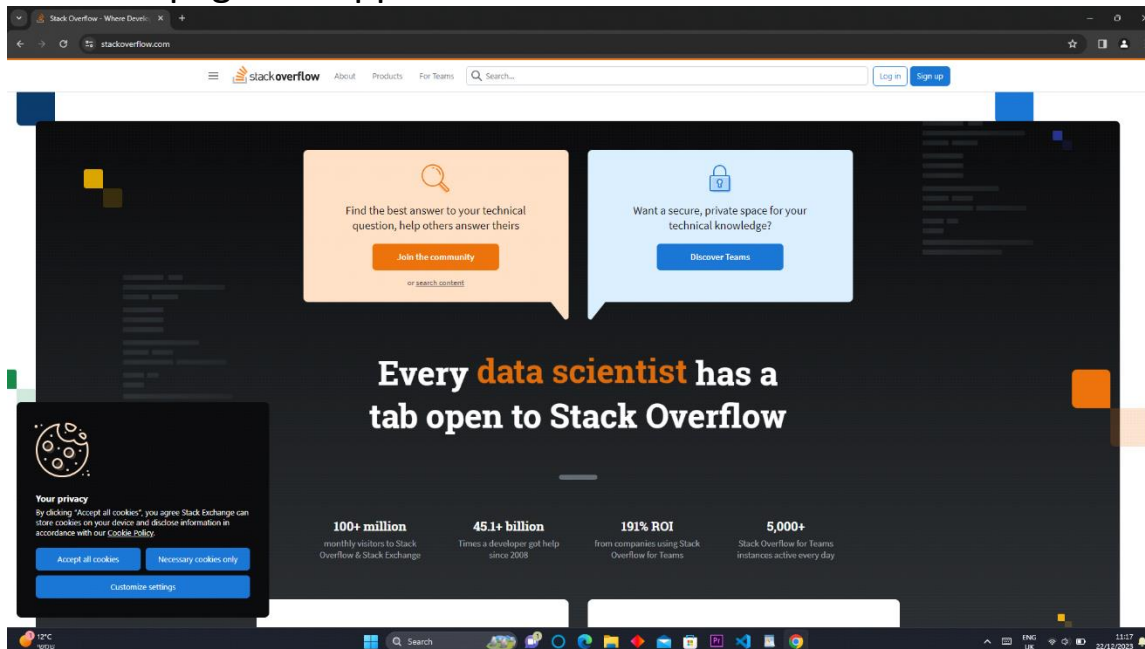
/rt for ritaj.com.

some examples:-

you search for /so and then you will be redirected to Stackoverflow.com



then this page will appear:-

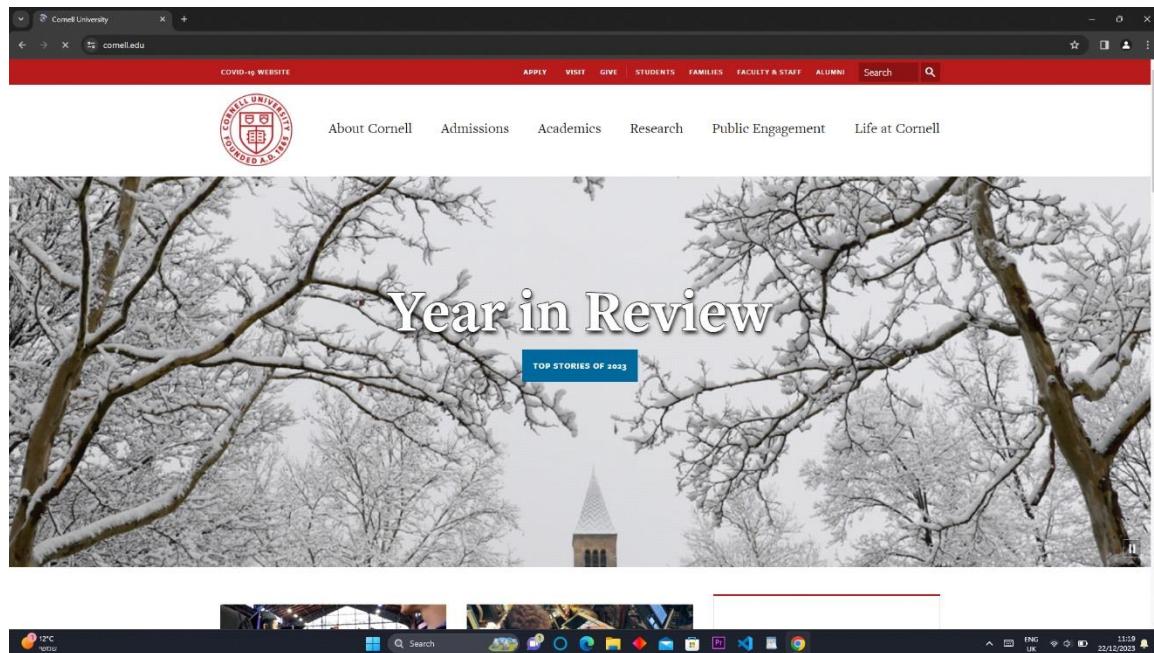


another example:-

if you search for /cr then you will be redirected to cornell.edu :



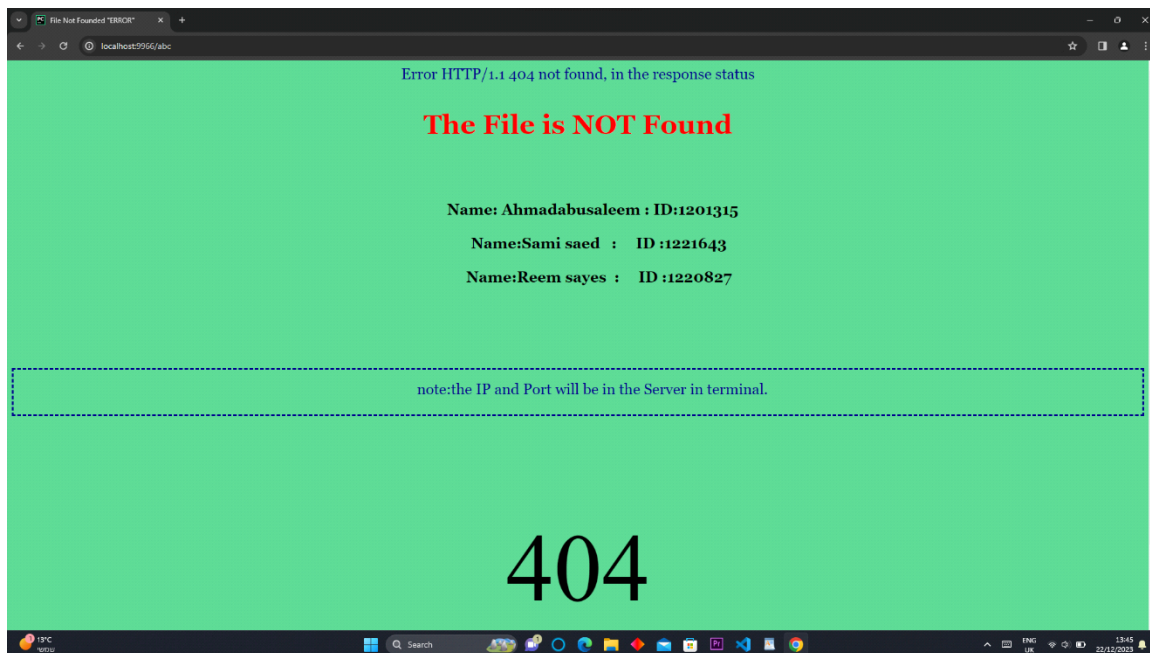
then this page will appear:



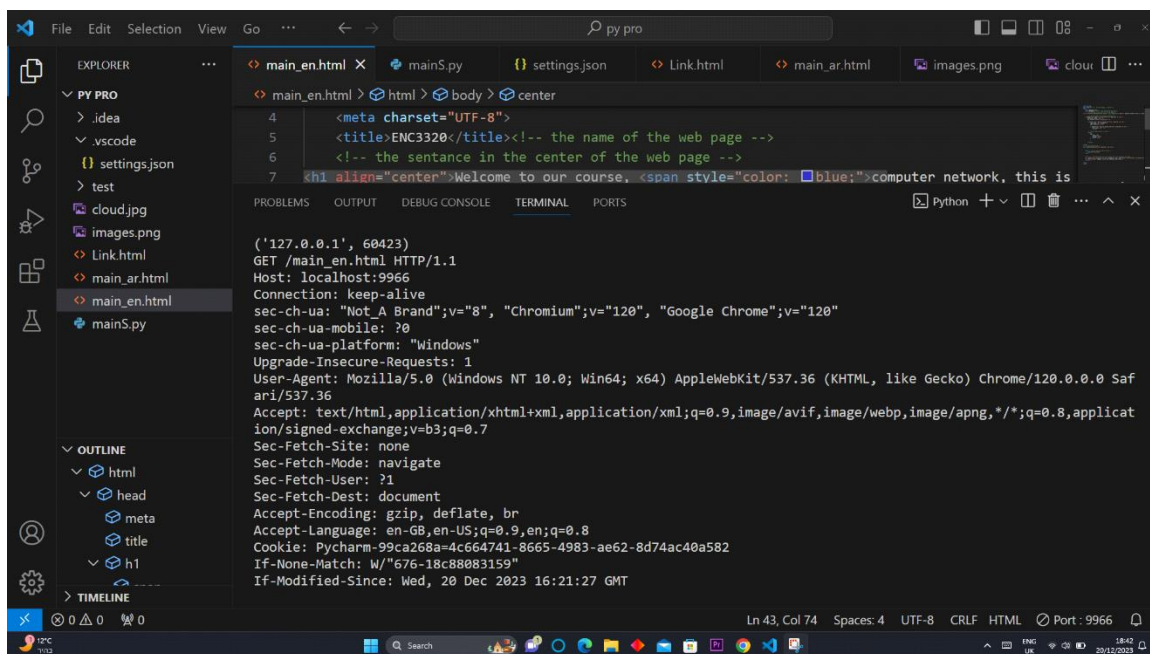
6. The **Error** 404 will appear when you enter the wrong URL address:



then this page will appear for you:

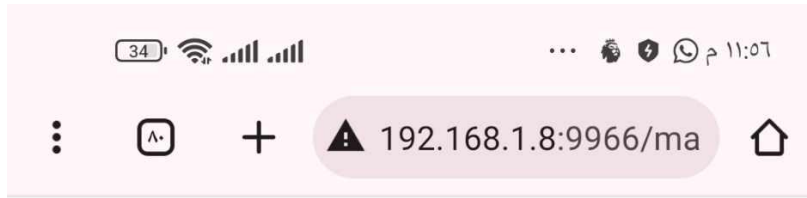


7. in the terminal window the HTTP request will appear :



Screenshot from another device: for link.html, file not found, main_en.html, and main_ar.html





مرحبا بك في كورس الشبكات , الشبكات هذا نموذج
مصغر من الموقع

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