



Department of Computer Science

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Table of Contents

1. Introduction	3
2. Test Network Documentation	4
3. calcClient and calcServer Documentation	7
4. calcClientUpdate and calcServerUpdate Documentation	9
5. Report to the NOSSoft Management	11
6. Conclusions	14

1. Introduction

This report is in response to a previous claim by NOSSoft and attempts to provide evidence and explain where necessary the problems arising in the school's new virtual learning application.

For a quick summary of the events to current date, I had discovered numerous bugs—ones that render the application unusable—in the newest update to the application. Previously, the system worked incredibly well, performing all its functions exactly as it ought to, however the newest update makes the application worse than it was before.

I immediately sought to contact NOSSoft to rollback the update until such a fix for it could be implemented, however I was repeatedly met with reluctance and skepticism, suggesting that there instead might be a problem with our network setup.

As such, this report sets to ease that skepticism and, more importantly, aid in the smooth rollout of a new update that has fixed the various bugs that have arisen in the current update. This report will make clear the various problems that have been encountered so far using Wireshark to systematically capture all transactions between two separate hosts. Both the original and updated client and server will be shown for easy comparison via screenshots. This report will also provide a protocol table detailing the sequence of events between server and client, as well as evidence that our current network settings are correct and running well.

Finally, using the screenshots of both the original and updated calcClient and calcServer, I will layout the problems, how I came across them, the source of those problems being either the client or server, and how those problems should be expected to run.

2. Test Network Documentation

The following will show that the network I am running the application on is working correctly:

```
student@Student: ~  
student@Student:~$ netstat -rn  
Kernel IP routing table  
Destination      Gateway          Genmask          Flags   MSS Window  irtt Iface  
0.0.0.0          10.0.3.1        0.0.0.0          UG      0 0      0 enp0s3  
10.0.2.0         10.0.3.254      255.255.255.0    UG      0 0      0 enp0s3  
10.0.3.0         0.0.0.0         255.255.255.0    U       0 0      0 enp0s3  
169.254.0.0      0.0.0.0         255.255.0.0      U       0 0      0 enp0s3  
student@Student:~$ ifconfig  
enp0s3: Link encap:Ethernet HWaddr 08:00:27:24:75:e3  
        inet addr:10.0.3.4 Bcast:10.0.3.255 Mask:255.255.255.0  
        inet6 addr: fe80::2396:298c:3e63:b0d0/64 Scope:Link  
        UP BROADCAST RUNNING MULTICAST MTU:1500 Metric:1  
        RX packets:1361 errors:0 dropped:0 overruns:0 frame:0  
        TX packets:1445 errors:0 dropped:0 overruns:0 carrier:0  
        collisions:0 txqueuelen:1000  
        RX bytes:950492 (950.4 KB) TX bytes:291849 (291.8 KB)  
  
lo:      Link encap:Local Loopback  
        inet addr:127.0.0.1 Mask:255.0.0.0  
        inet6 addr: ::1/128 Scope:Host  
        UP LOOPBACK RUNNING MTU:65536 Metric:1  
        RX packets:402 errors:0 dropped:0 overruns:0 frame:0  
        TX packets:402 errors:0 dropped:0 overruns:0 carrier:0  
        collisions:0 txqueuelen:1  
        RX bytes:38077 (38.0 KB) TX bytes:38077 (38.0 KB)
```

The first thing to note is the IP Address of the client server. After running a test using ifconfig, the figure brought back the inet address, a figure which usually incorporates the host name as well as the IP Address itself. For client machine being run, this appeared as 10.0.3.4.

```
student@Student: ~  
student@Student:~$ ifconfig  
enp0s3: Link encap:Ethernet HWaddr 08:00:27:41:ed:f1  
        inet addr:10.0.2.4 Bcast:10.0.2.255 Mask:255.255.255.0  
        inet6 addr: fe80::7c73:3b71:1a77:209a/64 Scope:Link  
        UP BROADCAST RUNNING MULTICAST MTU:1500 Metric:1  
        RX packets:1522 errors:0 dropped:0 overruns:0 frame:0  
        TX packets:1653 errors:0 dropped:0 overruns:0 carrier:0  
        collisions:0 txqueuelen:1000  
        RX bytes:1056050 (1.0 MB) TX bytes:312425 (312.4 KB)  
  
lo:      Link encap:Local Loopback  
        inet addr:127.0.0.1 Mask:255.0.0.0  
        inet6 addr: ::1/128 Scope:Host  
        UP LOOPBACK RUNNING MTU:65536 Metric:1  
        RX packets:317 errors:0 dropped:0 overruns:0 frame:0  
        TX packets:317 errors:0 dropped:0 overruns:0 carrier:0  
        collisions:0 txqueuelen:1  
        RX bytes:30028 (30.0 KB) TX bytes:30028 (30.0 KB)  
  
student@Student:~$ netstat -rn  
Kernel IP routing table  
Destination      Gateway          Genmask          Flags   MSS Window  irtt Iface  
0.0.0.0          10.0.2.1        0.0.0.0          UG      0 0      0 enp0s3  
10.0.2.0         0.0.0.0         255.255.255.0    U       0 0      0 enp0s3
```

Likewise, for the server machine, when ifconfig is entered, an IP Address of 10.0.2.4 is seen. Furthermore, I can also provide evidence that packets can be exchanged between source and destination from each host.

```

student@Student:~$ sudo route add -net 10.0.3.0/24 gw 10.0.2.254
[sudo] password for student:
student
Sorry, try again.
[sudo] password for student:
student@Student:~$ netstat -rn
Kernel IP routing table
Destination      Gateway         Genmask         Flags   MSS Window  irtt Iface
0.0.0.0          10.0.2.1        0.0.0.0         UG        0  0          0 enp0s3
10.0.2.0         0.0.0.0         255.255.255.0   U         0  0          0 enp0s3
10.0.3.0         10.0.2.254     255.255.255.0   UG        0  0          0 enp0s3
169.254.0.0      0.0.0.0         255.255.0.0     U         0  0          0 enp0s3

```

```

student@Student: ~
student@Student:~$ sudo route add -net 10.0.2.0/24 gw 10.0.3.254
[sudo] password for student:
student
Sorry, try again.
[sudo] password for student:
student@Student:~$ netstat -rn
Kernel IP routing table
Destination      Gateway         Genmask         Flags   MSS Window  irtt Iface
0.0.0.0          10.0.3.1        0.0.0.0         UG        0  0          0 enp0s3
10.0.2.0         10.0.3.254     255.255.255.0   UG        0  0          0 enp0s3
10.0.3.0         0.0.0.0         255.255.255.0   U         0  0          0 enp0s3
169.254.0.0      0.0.0.0         255.255.0.0     U         0  0          0 enp0s3

```

Executing netstat -rn showcases the connection between the two hosts on both sides. This shows each particular host being able to access the other as a destination, indicated by the IP Addresses underneath the Destination column.

```

student@Student:~$ ping -c 4 10.0.3.4
PING 10.0.3.4 (10.0.3.4) 56(84) bytes of data.
64 bytes from 10.0.3.4: icmp_seq=1 ttl=63 time=0.719 ms
64 bytes from 10.0.3.4: icmp_seq=2 ttl=63 time=0.420 ms
64 bytes from 10.0.3.4: icmp_seq=3 ttl=63 time=0.410 ms
64 bytes from 10.0.3.4: icmp_seq=4 ttl=63 time=0.379 ms

--- 10.0.3.4 ping statistics ---
4 packets transmitted, 4 received, 0% packet loss, time 2997ms
rtt min/avg/max/mdev = 0.379/0.482/0.719/0.137 ms
student@Student:~$

student@Student:~$ ping -c 4 10.0.2.4
PING 10.0.2.4 (10.0.2.4) 56(84) bytes of data.
64 bytes from 10.0.2.4: icmp_seq=1 ttl=63 time=0.421 ms
64 bytes from 10.0.2.4: icmp_seq=2 ttl=63 time=0.451 ms
64 bytes from 10.0.2.4: icmp_seq=3 ttl=63 time=0.452 ms
64 bytes from 10.0.2.4: icmp_seq=4 ttl=63 time=0.388 ms

--- 10.0.2.4 ping statistics ---
4 packets transmitted, 4 received, 0% packet loss, time 3000ms
rtt min/avg/max/mdev = 0.388/0.428/0.452/0.026 ms
student@Student:~$

```

Executing a ping request of 4 packets to both IP Addresses, shows that both were successfully received on either end. This can also be seen when captured and analysed with Wireshark.

No.	Time	DeltaTime	Source	Destination	Protocol	Length	Info
1	0.000000000	0.000000000	10.0.2.4	10.0.3.4	ICMP	98	Echo (ping) request id=0x0...
2	1.007991011	1.007991011	10.0.2.4	10.0.3.4	ICMP	98	Echo (ping) request id=0x0...
3	2.015878167	1.007887156	10.0.2.4	10.0.3.4	ICMP	98	Echo (ping) request id=0x0...
4	3.023448049	1.007569882	10.0.2.4	10.0.3.4	ICMP	98	Echo (ping) request id=0x0...
67	409.140149366	0.000005360	10.0.2.4	10.0.3.4	ICMP	98	Echo (ping) request id=0x0...
68	409.140615700	0.000466334	10.0.3.4	10.0.2.4	ICMP	98	Echo (ping) reply id=0x0...
69	410.138912499	0.998296799	10.0.2.4	10.0.3.4	ICMP	98	Echo (ping) request id=0x0...
70	410.139316497	0.000403998	10.0.3.4	10.0.2.4	ICMP	98	Echo (ping) reply id=0x0...

▶ Frame 68: 98 bytes on wire (784 bits), 98 bytes captured (784 bits) on interface 0

▶ Ethernet II, Src: PcsCompu_47:1e:c9 (08:00:27:47:1e:c9), Dst: PcsCompu_41:ed:f1 (08:00:27:41:ed:f1)

▶ Internet Protocol Version 4, Src: 10.0.3.4, Dst: 10.0.2.4

▼ Internet Control Message Protocol

Type: 0 (Echo (ping) reply)

Code: 0

Checksum: 0xd6a6 [correct]

[Checksum Status: Good]

Identifier (BE): 3777 (0x0ec1)

Identifier (LE): 49422 (0xc10e)

Sequence number (BE): 1 (0x0001)

Sequence number (LE): 256 (0x0100)

[\[Request frame: 67\]](#)

[Response time: 0.466 ms]

Timestamp from icmp data: Dec 6, 2020 20:12:15.000000000 GMT

[Timestamp from icmp data (relative): 0.011326932 seconds]

▶ Data (48 bytes)

0000	08 00 27 41 ed f1 08 00	27 47 1e c9 08 00 45 00	..A...G...E.
0010	00 54 a1 98 00 00 3f 01	c1 09 0a 00 03 04 0a 00	.T...?.....
0020	02 04 00 00 d6 a6 0e c1	00 01 1f 3b cd 5f 00 00;_...
0030	00 00 6f 29 00 00 00 00	00 00 10 11 12 13 14 15	...o).....
0040	16 17 18 19 1a 1b 1c 1d	1e 1f 20 21 22 23 24 25!"#\$%
0050	26 27 28 29 2a 2b 2c 2d	2e 2f 30 31 32 33 34 35	&'()*+,-./012345
0060	36 37	67	

wireshark_enp0s3 ...454_2bV2hl.pcapng Packets: 86 · Displayed: 20 (23.3%) Profile: Defa

The message (no.68) is sending a reply back to the IP Address which requested the packet. In this case, the source for the reply is the 10.0.3.4 host, while the destination is the 10.0.2.4 host. The request and reply would be the opposite, however if initiating ping on the 10.0.3.4 host. Without the host machines being connected, if a ping request was to be sent to either host, the following response would occur instead:

No.	Time	DeltaTime	Source	Destination	Protocol	Length	Info
1	0.000000000	0.000000000	10.0.2.4	10.0.3.4	ICMP	98	Echo (ping) request id=0x0db...
2	1.007991011	1.007991011	10.0.2.4	10.0.3.4	ICMP	98	Echo (ping) request id=0x0db...
3	2.015878167	1.007887156	10.0.2.4	10.0.3.4	ICMP	98	Echo (ping) request id=0x0db...
4	3.023448049	1.007569882	10.0.2.4	10.0.3.4	ICMP	98	Echo (ping) request id=0x0db...

▶ Frame 1: 98 bytes on wire (784 bits), 98 bytes captured (784 bits) on interface 0

▶ Ethernet II, Src: PcsCompu_41:ed:f1 (08:00:27:41:ed:f1), Dst: RealtekU_12:35:00 (52:54:00:12:35:00)

▶ Internet Protocol Version 4, Src: 10.0.2.4, Dst: 10.0.3.4

▼ Internet Control Message Protocol

Type: 8 (Echo (ping) request)

Code: 0

Checksum: 0x9e98 [correct]

[Checksum Status: Good]

Identifier (BE): 3505 (0x0db1)

Identifier (LE): 45325 (0xb10d)

Sequence number (BE): 1 (0x0001)

Sequence number (LE): 256 (0x0100)

▶ **[No response seen]**

Timestamp from icmp data: Dec 6, 2020 20:05:25.000000000 GMT

[Timestamp from icmp data (relative): 0.870711232 seconds]

▶ Data (48 bytes)

0000	52 54 00 12 35 00 08 00	27 41 ed f1 08 00 45 00	RT...5...A...E.
0010	00 54 4e 28 40 00 40 01	d3 79 0a 00 02 04 0a 00	.TN(@.@...y.....
0020	03 04 08 00 9e 98 0d b1	00 01 85 39 cd 5f 00 009_...
0030	00 00 2d 49 0d 00 00 00	00 00 10 11 12 13 14 15	...I.....
0040	16 17 18 19 1a 1b 1c 1d	1e 1f 20 21 22 23 24 25!"#\$%
0050	26 27 28 29 2a 2b 2c 2d	2e 2f 30 31 32 33 34 35	&'()*+,-./012345
0060	36 37	67	

wireshark_enp0s3_2...0454_2bV2hl.pcapng Packets: 44 · Displayed: 4 (9.1%) Profile: Default

3. calcClient and calcServer Documentation

	calcClient		calcServer
			[run calcServer]
	[run calcClient]		
			[accept calcClient connection]
	WHILE NOT TERMINATED		WHILE NOT TERMINATED
		#S1	SEND "calculator server ready and waiting" TO calcClient
	RECEIVE "calculator server ready and waiting" FROM calcServer		
	READ "menuOption" FROM user		
	IF USER INPUT "1"		
	SEND "add operands" TO calcServer		
			RECEIVE "add operands" FROM calcClient
			SEND "send operands to add" TO calcClient
	RECEIVE "send operands to add" FROM calcServer		
	USER INPUT "3 1"		
			RECEIVE "3 1" FROM calcClient
			SEND "4" TO calcClient
	RECEIVE "4" FROM calcServer		
	PRINT "4"		
#C1	SEND "next operation please" TO calcServer		
			RECEIVE "next operation please" FROM calcClient
			Go back to #S1
	IF USER INPUT "2"		
	SEND "sub operands" TO calcServer		
			RECEIVE "sub operands" FROM calcClient
			SEND "send operands to sub" TO calcClient
	RECEIVE "send operands to sub" FROM calcServer		
	USER INPUT "3 1"		
			RECEIVE "3 1" FROM calcClient
			SEND "2" TO calcClient
	RECEIVE "2" FROM calcServer		
	PRINT "2"		
	Go back to #C1		
	IF USER INPUT "3"		
	SEND "multi operands" TO calcServer		

			RECEIVE "multi operands" FROM calcClient
			SEND "send operands to multiply" TO calcClient
	RECEIVE "send operands to multiply" FROM calcServer		
	USER INPUT "4 2"		RECEIVE "4 2" FROM calcClient
			SEND "8" TO calcClient
	RECEIVE "8" FROM calcServer		
	PRINT "8"		
	Go back to #C1		
	IF USER INPUT "4"		
	SEND "div operands" TO calcServer		
			RECEIVE "div operands" FROM calcClient
			SEND "send operations to divide" TO calcClient
	RECEIVE "send operands to divide" FROM calcServer		
	USER INPUT "16 2"		
			RECEIVE " 16 2" FROM calcClient
			SEND "8" TO calcClient
	RECEIVE "2" FROM calcServer		
	PRINT "2"		
	Go back to #C1		
	IF USER INPUT "0"		
	SEND "endcomms" TO calcServer		
	[Terminate]		
			RECEIVE "endcomms" FROM calcClient
			[Terminate]
	ENDWHILE		ENDWHILE

4. calcClientUpdate and calcServerUpdate Documentation

	updatedCalcClient		updatedCalcServer
			[run calcServer]
	[run calcClient]		
			[accept calcClient connection]
	WHILE NOT TERMINATED		WHILE NOT TERMINATED
		#S1	SEND "calculator server ready and waiting" TO calcClient
	RECEIVE "calculator server ready and waiting" FROM calcServer		
	READ "menuOption" FROM user		
	IF USER INPUT "1"		
	SEND "add operands" TO calcServer		
			RECEIVE "add operands" FROM calcClient
			SEND "send operands to sub" TO calcClient
	RECEIVE "send operands to sub" FROM calcServer		
	USER INPUT "3 1"		
			RECEIVE "3 1" FROM calcClient
			SEND "2" To calcClient
	RECEIVE "2" FROM calcServer		
	PRINT "2"		
#C1	SEND "next operation please" TO calcServer		
			RECEIVE "next operation please" FROM calcClient
			Go back to #S1
	IF USER INPUT "2"		
	SEND "sub operands" TO calcServer		
			RECEIVE "sub operands" FROM calcClient
			SEND "send operands to add" TO calcClient
	RECEIVE "send operands to add" FROM calcServer		
	USER INPUT "3 1"		
			RECEIVE "3 1" FROM calcClient
			SEND "4" TO calcClient
	RECEIVE "4" FROM calcServer		
	PRINT "4"		
	Go back to #C1		
	IF USER INPUT "3"		

	SEND "multi operands" TO calcServer		
			RECEIVE "multi operands" FROM calcClient
			SEND "send operands to multiply" TO calcClient
	RECEIVE "send operands to multiply" FROM calcServer		
	USER INPUT "4 2"		RECEIVE "4 2" FROM calcClient
			SEND "16" TO calcClient
	RECEIVE "16" FROM calcServer		
	PRINT "16"		
	Go back to #C1		
	IF USER INPUT "0"		
	SEND "div operands" TO calcServer		
			RECEIVE "div operands" FROM calcClient
			SEND "send operations to divide" TO calcClient
	RECEIVE "send operands to divide" FROM calcServer		
	USER INPUT "16 2"		
			RECEIVE " 16 2" FROM calcClient
			SEND "8" TO calcClient
	RECEIVE "8" FROM calcServer		
	PRINT "8"		
	Go back to #C1		
	IF USER INPUT "4"		
	SEND "endcomms" TO calcServer		
	[Terminate]		
			RECEIVE "endcomms" FROM calcClient
			[Terminate]
	ENDWHILE		ENDWHILE

The updated calcClient and calcServer protocols were captured using Wireshark and analysing the transactions of packets between two machines. This information was displayed in Wireshark's packet-contents window from which I was able to glean the problems that have arisen from the update. These problems have been identified in red in the above protocol table.

What I have documented would lead me believe that certain parts of the code for the application are linking to methods they shouldn't be, and that these may be due to extra data added to the code that is causing bugs to appear in the application.

5. Report to the NOSSoft Management

This section aims to clarify and expand upon the problems that I have been facing with the newer update. To quickly identify, the first problem lies in the swapping of certain functions, although there are two different groups of swapped functions and the origin of those problems differ with each group. The final problem lies in the multiplication function.

I'll start by expanding on the first point, namely, that the addition and subtraction functions have been swapped with one another. The test performed, as seen with the protocol table above, involved inputting the numbers "3 1" as operands into both the addition and subtraction operations. There is strong evidence to suggest that this occurred on the server side, as beginning with a message exchanged from the server (10.0.2.4) to the client (10.0.3.4), information within the third row of the packet-content window began to differ from previous messages. This is reflected in the protocol table in which the same packet sends back the 'operands to sub' message to the client protocol. The proper function of both addition and subtraction operations should be reversed, with addition adding and subtraction subtracting numbers.

Client #1 (Addition Operation)

44 333.016986... 10.0.3.4 10.0.2.4 TCP 79 56792 → 14444 [PSH, ACK] Seq=1 Ack=37 Win=29312...

45 333.017430... 10.0.2.4 10.0.3.4 TCP 66 14444 → 56792 [ACK] Seq=37 Ack=14 Win=29056 Len...

46 333.017766... 10.0.2.4 10.0.3.4 TCP 92 14444 → 56792 [PSH, ACK] Seq=37 Ack=14 Win=2905...

47 333.017888... 10.0.2.4 10.0.3.4 TCP 66 56792 → 14444 [ACK] Seq=14 Ack=37 Win=29056 Len...

▶ Frame 44: 79 bytes on wire (632 bits), 79 bytes captured (632 bits) on interface 0

▼ Ethernet II, Src: PcsCompu_24:75:e3 (08:00:27:24:75:e3), Dst: PcsCompu_ec:dc:99 (08:00:27:ec:dc:99)

▶ Destination: PcsCompu_ec:dc:99 (08:00:27:ec:dc:99)

▶ Source: PcsCompu_24:75:e3 (08:00:27:24:75:e3)

Type: IPv4 (0x0800)

▶ Internet Protocol Version 4, Src: 10.0.3.4, Dst: 10.0.2.4

▶ Transmission Control Protocol, Src Port: 56792, Dst Port: 14444, Seq: 1, Ack: 37, Len: 13

▼ Data (13 bytes)

Data: 616464206f706572616e64730a

[Length: 13]

0000 08 00 27 ec dc 99 08 00 27 24 75 e3 08 00 45 00 ... \$u...E

0010 00 41 23 7a 40 00 40 06 fe 35 0a 00 03 04 0a 00 ... A#z@.@ .5...

0020 02 04 dd d8 38 6c e4 07 76 f1 2a a0 6a bc 80 18 ... 81...v...i...

0030 00 e5 19 3b 00 00 01 01 08 0a 00 27 de 88 00 27 ... H... ..

0040 dd b6 61 64 64 20 6f 70 65 72 61 6e 64 73 0a ... add op erands

Server #1 (Addition Operation)

44 333.017001010 0.000048010 10.0.2.4 10.0.3.4 TCP 66 14444 → 56792 [ACK] Seq=37 ...

45 333.017340629 0.000279113 10.0.2.4 10.0.3.4 TCP 92 14444 → 56792 [PSH, ACK] Seq=37 ...

46 333.017692028 0.000351399 10.0.3.4 10.0.2.4 TCP 66 56792 → 14444 [ACK] Seq=14 ...

47 335.227177434 2.209485406 10.0.3.4 10.0.2.4 TCP 70 56792 → 14444 [PSH, ACK] Seq=14 ...

48 335.231133700 0.003956266 10.0.2.4 10.0.3.4 TCP 68 14444 → 56792 [PSH, ACK] Seq=14 ...

49 335.231513159 0.000379459 10.0.3.4 10.0.2.4 TCP 66 56792 → 14444 [ACK] Seq=18 ...

Sequence number: 37 (relative sequence number)

[Next sequence number: 63 (relative sequence number)]

Acknowledgment number: 14 (relative ack number)

1000 = Header Length: 32 bytes (8)

▶ Flags: 0x018 (PSH, ACK)

Window size value: 227

[Calculated window size: 29056]

0000 08 00 27 47 1e c9 08 00 27 41 ed f1 08 00 45 00 ... G... 'A...E

0010 00 4e b0 ce 40 00 40 06 70 d4 0a 00 02 04 0a 00 ... N...@.@ p...

0020 03 04 38 6c dd d8 2a a0 6a bc e4 07 76 fe 80 18 ... 81...*...i...v...

0030 00 e3 19 48 00 00 01 01 08 0a 00 27 e4 0d 00 27 ... H... ..

0040 de 88 73 65 6e 64 20 6f 70 65 72 61 6e 64 73 20 ... send o perands

0050 74 6f 20 73 75 62 74 72 61 63 74 0a ... to subtr act

The second problem lies in two other operations being switched. These would be the quit and division operations, or options “0” and “4”. A test was performed in which the contents of each packet were analysed, much like the previous problem. This however, appears to be on the client side. As seen in the protocol table, when “4” is entered, a request for ‘endcomms’ is sent to the server and when “0” is entered, a request for ‘div operands’ is sent. This can pose a significant problem if not quickly fixed as the quit operation under a differently named function suggests an unusable application. As with the previous problem, the behaviour of each function should be switched but from the client code rather than the server.

The third problem is the multiplication function. When used, it does not swap functions like the others, but produces a completely different function entirely. It acts as an exponentiation where the first number is the base and the second is a power raised by. For this test, I entered “4 2”, the result being “16”. A second test of “10 2” with the result being “100” confirmed my suspicions. This problem occurs on the server’s side and appears to be interpreting the operands as an exponent rather than actual multiplication. Instead of this, when entering operands such as “4 2”, this should multiply and display “8”. Likewise “10 2” should display “20”.

Client #1 (Multiplication Operation)

57	342.325829...	10.0.3.4	10.0.2.4	TCP	70	56792 → 14444 [PSH, ACK] Seq=55 Ack=127 Win=293...
58	342.326490...	10.0.2.4	10.0.3.4	TCP	69	14444 → 56792 [PSH, ACK] Seq=127 Ack=59 Win=290...
▼ Frame 57: 70 bytes on wire (560 bits), 70 bytes captured (560 bits) on interface 0						
▼ Ethernet II, Src: PcsCompu_24:75:e3 (08:00:27:24:75:e3), Dst: PcsCompu_ec:dc:99 (08:00:27:ec:dc:99)						
▶ Destination: PcsCompu_ec:dc:99 (08:00:27:ec:dc:99)						
▶ Source: PcsCompu_24:75:e3 (08:00:27:24:75:e3)						
Type: IPv4 (0x0800)						
▶ Internet Protocol Version 4, Src: 10.0.3.4, Dst: 10.0.2.4						
▶ Transmission Control Protocol, Src Port: 56792, Dst Port: 14444, Seq: 55, Ack: 127, Len: 4						
▼ Data (4 bytes)						
Data: 3420320a						
[Length: 4]						
0000	08 00 27 ec dc 99 08 00 27 24 75 e3 08 00 45 00\$u...E..
0010	00 38 23 82 40 00 40 06 fe 36 0a 00 03 04 0a 00	..8#...@...6...				
0020	02 04 dd d8 38 6c e4 07 77 27 2a a0 6b 16 80 18	...81...w'*k...				
0030	00 e5 19 32 00 00 01 01 08 0a 00 27 e7 9f 00 27	...2... ..				
0040	e9 e8 34 20 32 0a	..4 2..				

Server #1 (Multiplication Operation)

57	342.326098750	0.000227937	10.0.2.4	10.0.3.4	TCP	69	14444 → 56792 [PSH, ACK] Seq=...
58	342.326404987	0.000306237	10.0.3.4	10.0.2.4	TCP	66	56792 → 14444 [ACK] Seq=59 ...
59	342.326506524	0.000101537	10.0.3.4	10.0.2.4	TCP	88	56792 → 14444 [PSH, ACK] Se...

Sequence number: 127 (relative sequence number)
[Next sequence number: 130 (relative sequence number)]
Acknowledgment number: 59 (relative ack number)
1000 = Header Length: 32 bytes (8)
► Flags: 0x018 (PSH, ACK)
Window size value: 227

▼ Frame 57: 70 bytes on wire (560 bits), 70 bytes captured (560 bits) on interface 0

▼ Ethernet II, Src: PcsCompu_24:75:e3 (08:00:27:24:75:e3), Dst: PcsCompu_ec:dc:99 (08:00:27:ec:dc:99)

▶ Destination: PcsCompu_ec:dc:99 (08:00:27:ec:dc:99)

▶ Source: PcsCompu_24:75:e3 (08:00:27:24:75:e3)

Type: IPv4 (0x0800)

▶ Internet Protocol Version 4, Src: 10.0.3.4, Dst: 10.0.2.4

▶ Transmission Control Protocol, Src Port: 56792, Dst Port: 14444, Seq: 127, Ack: 59, Len: 4

▼ Data (4 bytes)

Data: 31360a

[Length: 4]

Extra hexadecimal characters and position changes on the 3rd line may have affected the output of the operations.

For comparison, this is how the same multiplication operation would have worked in the previous version of the application:

Client#1 (Old Calc Multiplication Operation)

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000000	10.0.3.4	10.0.2.4	TCP	74	60912 → 14444 [SYN] Seq=0 Win=29200 Len=0...
2	0.000374362	10.0.2.4	10.0.3.4	TCP	74	14444 → 60912 [SYN, ACK] Seq=0 Ack=1 Win=...
3	0.000389821	10.0.3.4	10.0.2.4	TCP	66	60912 → 14444 [ACK] Seq=1 Ack=1 Win=29312...
4	0.001411502	10.0.2.4	10.0.3.4	TCP	102	14444 → 60912 [PSH, ACK] Seq=1 Ack=1 Win=...
5	0.001442179	10.0.3.4	10.0.2.4	TCP	66	60912 → 14444 [ACK] Seq=1 Ack=37 Win=2931...
8	12.7188038...	10.0.3.4	10.0.2.4	TCP	81	60912 → 14444 [PSH, ACK] Seq=1 Ack=37 Win...
9	12.7192181...	10.0.2.4	10.0.3.4	TCP	66	14444 → 60912 [ACK] Seq=37 Ack=16 Win=290...
10	12.7193553...	10.0.2.4	10.0.3.4	TCP	92	14444 → 60912 [PSH, ACK] Seq=37 Ack=16 Wi...
11	12.7193716...	10.0.3.4	10.0.2.4	TCP	66	60912 → 14444 [ACK] Seq=16 Ack=63 Win=293...
12	21.5844877...	10.0.3.4	10.0.2.4	TCP	70	60912 → 14444 [PSH, ACK] Seq=16 Ack=63 Wi...
13	21.5883099...	10.0.2.4	10.0.3.4	TCP	69	14444 → 60912 [PSH, ACK] Seq=63 Ack=20 Wi...
14	21.5883359...	10.0.3.4	10.0.2.4	TCP	66	60912 → 14444 [ACK] Seq=20 Ack=66 Win=293...
15	21.5884276...	10.0.3.4	10.0.2.4	TCP	88	60912 → 14444 [PSH, ACK] Seq=20 Ack=66 Wi...
16	21.5886980...	10.0.2.4	10.0.3.4	TCP	102	14444 → 60912 [PSH, ACK] Seq=66 Ack=42 Wi...
17	21.6279719...	10.0.3.4	10.0.2.4	TCP	66	60912 → 14444 [ACK] Seq=42 Ack=102 Win=29...

▼ Source: PcsCompu_24:75:e3 (08:00:27:24:75:e3)
Address: PcsCompu_24:75:e3 (08:00:27:24:75:e3)
... ..0. = LG bit: Globally unique address (factory default)
... ..0. = IG bit: Individual address (unicast)
Type: IPv4 (0x0800)
► Internet Protocol Version 4, Src: 10.0.3.4, Dst: 10.0.2.4
► Transmission Control Protocol, Src Port: 60912, Dst Port: 14444, Seq: 16, Ack: 63, Len: 4
▼ Data (4 bytes)
Data: 3820320a

0000 08 00 27 ec dc 99 08 00 27 24 75 e3 08 00 45 00 ...'.....'Su...E.
0010 00 38 9e 1a 40 00 40 06 83 9e 0a 00 03 04 0a 00 ...8..@..@.....
0020 02 04 ed f0 38 6c f4 87 6a ff de d6 06 8f 80 18 ...8l...i.....
0030 00 e5 19 32 00 00 01 01 08 0a 00 2e e2 0b 00 2e ...2.....
0040 d6 de 38 20 32 0a ...8.2.

Server#1(Old Calc Multiplication Operation)

No.	Time	DeltaTime	Source	Destination	Protocol	Length	Info
5	14.631168998	9.627147452	10.0.3.4	10.0.2.4	TCP	74	60912 → 14444 [SYN] Seq=0 W...
6	14.631200216	0.000031218	10.0.2.4	10.0.3.4	TCP	74	14444 → 60912 [SYN, ACK] Seq=...
7	14.631446781	0.000246565	10.0.3.4	10.0.2.4	TCP	66	60912 → 14444 [ACK] Seq=1 A...
8	14.632219620	0.000772839	10.0.2.4	10.0.3.4	TCP	102	14444 → 60912 [PSH, ACK] Se...
9	14.632492692	0.000273072	10.0.3.4	10.0.2.4	TCP	66	60912 → 14444 [ACK] Seq=1 A...
12	27.349964667	7.705934146	10.0.3.4	10.0.2.4	TCP	81	60912 → 14444 [PSH, ACK] Se...
13	27.350007798	0.000043131	10.0.2.4	10.0.3.4	TCP	66	14444 → 60912 [ACK] Seq=37 ...
14	27.350208584	0.000200786	10.0.2.4	10.0.3.4	TCP	92	14444 → 60912 [PSH, ACK] Se...
15	27.350424175	0.000215591	10.0.3.4	10.0.2.4	TCP	66	60912 → 14444 [ACK] Seq=16 ...
16	36.215666582	8.865242407	10.0.3.4	10.0.2.4	TCP	70	60912 → 14444 [PSH, ACK] Se...
17	36.219081303	0.003414721	10.0.2.4	10.0.3.4	TCP	69	14444 → 60912 [PSH, ACK] Se...
18	36.219417015	0.000335712	10.0.3.4	10.0.2.4	TCP	66	60912 → 14444 [ACK] Seq=20 ...
19	36.219466949	0.000049934	10.0.3.4	10.0.2.4	TCP	88	60912 → 14444 [PSH, ACK] Se...
20	36.219558240	0.000091291	10.0.2.4	10.0.3.4	TCP	102	14444 → 60912 [PSH, ACK] Se...
21	36.259140446	0.039582206	10.0.3.4	10.0.2.4	TCP	66	60912 → 14444 [ACK] Seq=42 ...

Protocol: TCP (6)
Header checksum: 0x36c4 [validation disabled]
[Header checksum status: Unverified]
Source: 10.0.2.4
Destination: 10.0.3.4
► Transmission Control Protocol, Src Port: 14444, Dst Port: 60912, Seq: 63, Ack: 20, Len: 3
▼ Data (3 bytes)
Data: 31360a
Length: 21

0000 08 00 27 47 1e c9 08 00 27 41 ed f1 08 00 45 00 ...'G.....'A....E.
0010 00 37 ea f5 40 00 40 06 36 c4 0a 00 02 04 0a 00 ...7..@..@.6.....
0020 03 04 38 6c ed f0 de d6 06 8f f4 87 6b 03 80 18 ...8l.....k...
0030 00 e3 19 31 00 00 01 01 08 0a 00 2e df 87 00 2e ...1.....
0040 e2 0b 31 36 0a ...16.

6. Conclusions

Throughout this report, I have documented proof that my network was functioning correctly when using the app. This was done through the use of several tests, each which have helped to explain my knowledge and awareness of how data is exchanged through the network. I have also identified a list of problems with how I came across them as well as providing how they should work. These problems seem to stem from broken code and appear on both the server and client side depending on the problem. I hope that this may be enough to allay any doubts you may have had and persuade you to fix the current update, as it is imperative that a fix is implemented soon. As the system is now, I could not recommend it to the teaching faculty and students, but should the application return to a similar state as it was in its previous iteration, this opinion would change to reflect that. I hope you take this report into careful consideration as you move forward with the application.