Network Programming Paradigm

Week 12 :

1. Create a Simple Client Server Application using TCP Socket where the server issues a command which will be executed at the client slide as a process of remote command execution.

2. Write a Socket-based Python server program that responds to client messages as follows: When it receives a message from a client, it simply converts the message into all uppercase letters and sends back the same to the client. Write both client and server programs demonstrating this.

3. Write a ping-pong client and server application. When a client sends a ping message to the server, the server will respond with a pong message. Other messages sent by the client can be safely dropped by the server.

4. Write a Socket based program server-client to simulate a simple chat application where the server is multithreaded which can serve multiple clients at the same time.

5. Write a Socket based program server-client to simulate Simple File Transfer Protocol using TCP Sockets.

6. Write a Socket based program server-client to simulate DNS Service where client request for Domain name using IP address and server responds with the Name.