CONTENT BEYOND SYLLABUS

IMPLEMENTATION OF REMOTE COMMAND EXECUTION (RCE)

AIM

To implement Remote Command Execution (RCE).

ALGORITHM

Client

1. Establish a connection between the Client and Server.

Socket client=new Socket("127.0.0.1",6555);

2. Create instances for input and output streams.

Print Stream ps=new Print Stream(client.getOutputStream());

- 3. BufferedReaderbr=newBufferedReader(newInputStreamReader(System.in));
- 4. Enter the command in Client Window.

Send themessage to its output

str=br.readLine();

ps.println(str);

Server

1. Accept the connection request by the client.

ServerSocket server=new ServerSocket(6555);

Sockets=server.accept();

2. GettheIPaddressfromitsinputstream.

BufferedReader(newInputStreamReader(s.getInputStream()));

ip=br1.readLine();

3. During runtime execute the process

Runtime r=Runtime.getRuntime();

Process p=r.exec(str);

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PROGRAM

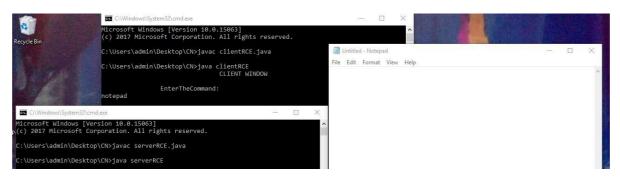
try

Client import java.io.*; import java.net.*; classclientRCE public static void main(String args[]) throws IOException { try { String str;Socket client=new Socket("127.0.0.1",6555); PrintStreamps=new PrintStream(client.getOutputStream()); BufferedReaderbr=new BufferedReader(new InputStreamReader(System.in)); System.out.println("\t\t\tCLIENT WINDOW\n\n\t\tEnterTheCommand:"); str=br.readLine(); ps.println(str); catch(IOException e) System.out.println("Error"+e); } } } Server import java.io.*; import java.net.*; classserverRCE { public static void main(String args[]) throws IOException {

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```
{
String str;
ServerSocket server=new ServerSocket(6555);
Socket s=server.accept();
BufferedReaderbr=new BufferedReader(new InputStreamReader(s.getInputStream()));
str=br.readLine();
Runtime r=Runtime.getRuntime();
Process p=r.exec(str);
}
catch(IOException e)
{
System.out.println("Error"+e);
}
}
```

OUTPUT



RESULT

Thus the implementation RCE is done & executed successfully.

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