IMPLEMENTATION OF REMOTE COMMAND EXECUTION (RCE)

AIM:-

To implement Remote Command Execution(RCE).

ALGORITHM:-

CLIENT SIDE

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 SIDE

1. Accept the connection request by the client.

ServerSocket server=new ServerSocket(6555);

Sockets=server.accept();

2. GettheIPaddressfromitsinputstream.

BufferedReaderbr1=newBufferedReader(newInputStreamReader(s.getInputStream()));

ip=br1.readLine();

3. During runtime execute the process

Runtime r=Runtime.getRuntime();

Process p=r.exec(str);

Program:-

CLIENT

import java.io.*;

import java.net.*;

```
class clientRCE
{
public static void main(String args[]) throws IOException
{
try
{
String str;
Socket client=new Socket("127.0.0.1",6555);
PrintStream ps=new PrintStream(client.getOutputStream());
BufferedReaderbr=new BufferedReader(new InputStreamReader(System.in));
str=br.readLine();
ps.println(str);
catch(IOException e)
System.out.println("Error"+e); }
}
SERVER PROGRAM
import java.io.*;
import java.net.*;
class serverRCE
{
public static void main(String args[]) throws IOException
{
try
{
String str;
ServerSocket server=new ServerSocket(6555);
```

```
Socket s=server.accept();

BufferedReader br=new BufferedReader(new InputStreamReader(s.getInputStream()));

str=br.readLine();

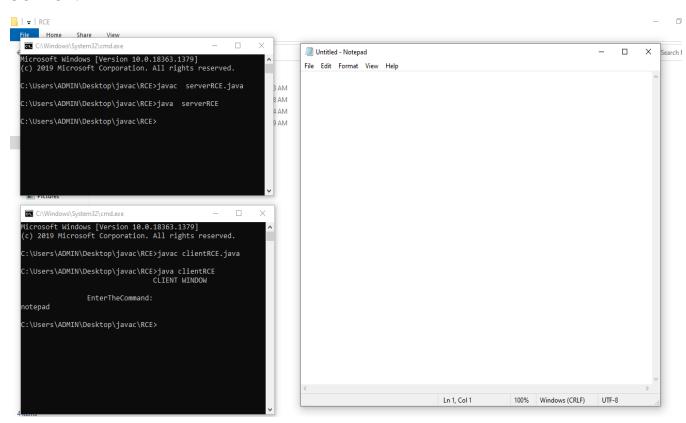
Runtime r=Runtime.getRuntime();

Process p=r.exec(str);
}

catch(IOException e)
{

System.out.println("Error"+e);
}
}
```

OUTPUT:-



RESULT:-

Thus the implementation RCE is done & executed successfully.