#### **EXPERIMENT 8**

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**Aim:** To implement Socket Programming and establish a connection between Client and server.

# Theory:

Socket programming is a way of connecting two nodes on a network to communicate with each other. One socket(node) listens on a particular port at an IP, while other socket reaches out to the other to form a connection. Server forms the listener socket while client reaches out to the server.

# State diagram for server and client model

### **Client Code in Java using Android:**

package com.example.alarmswitch;

import android.net.UrlQuerySanitizer; import android.net.wifi.WifiManager; import android.os.Bundle; import android.text.format.Formatter;

import android.util.Log;

import android.view.View;

import android.widget.Button;

import android.widget.TextView; import android.widget.Toast;

import okhttp3.Call;

import okhttp3.Callback;

import okhttp3.Request;

import okhttp3.RequestBody;

import okhttp3.Response;

import androidx.appcompat.app.AppCompatActivity;

import org.json.JSONException;

import org.json.JSONObject;

import java.io.IOException; import java.util.HashMap;

import java.util.Map;

import okhttp3.MediaType;

import okhttp3.OkHttpClient;

```
import okhttp3.RequestBody;
public class MainActivity extends AppCompatActivity {
  private Boolean ALARM_STATUS=true;
  private String url = "http://" + "192.168.43.241" + ":" + 5000 + "/";
  private String postBodyString;
  private MediaType mediaType;
  private RequestBody requestBody;
  private Button alarm;
  private Integer status = 0;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    alarm = findViewById(R.id.alarm_control);
    alarm.setText("STOP");
    alarm.setOnClickListener(new View.OnClickListener() {
       @Override
       public void onClick(View v) {
         String username = getIntent().getStringExtra("username");
         String password=getIntent().getStringExtra("password");
         try {
           postRequest("{status:"+status.toString()+",username:"+username+",password:
"+password+"}", url);
           status = (status + 1)\%2;
           if (alarm.getText() == "STOP"){
              alarm.setText("START");
           else{
              alarm.setText("STOP");
         } catch (JSONException e) {
           e.printStackTrace();
```

```
});
  private RequestBody buildRequestBody(JSONObject msg) {
    JSONObject json = msg;
    mediaType = MediaType.parse("application/json; charset=utf-8");
    requestBody = RequestBody.create(String.valueOf(json), mediaType);
    return requestBody;
  private void postRequest(String postBody, String postUrl ) throws JSONException {
       OkHttpClient client = new OkHttpClient();
       JSONObject obj = new JSONObject(postBody);
       RequestBody requestBody = buildRequestBody(obj);
       Log.d("TAG", postBody);
       Request request = new Request.Builder()
           .post(requestBody)
           .url(postUrl)
           .build();
      client.newCall(request).enqueue(new Callback() {
         @Override
         public void onFailure(final Call call, final IOException e) {
           runOnUiThread(new Runnable() {
              @Override
              public void run() {
                Log.d("TAG", url);
                Toast.makeText(MainActivity.this, "Something went wrong:" + " " +
e.getMessage(), Toast.LENGTH_LONG).show();
                Log.d("TAG", "Something went wrong:" + " " + e.getMessage());
                call.cancel();
           });
         @Override
         public void onResponse(Call call, final Response response) throws IOException {
```

```
runOnUiThread(new Runnable() {
              @Override
             public void run() {
                if (status == 1){
                  Toast.makeText(MainActivity.this, "You have Turned Off the Alarm.",
Toast.LENGTH_SHORT).show();
                }else{
                  Toast.makeText(MainActivity.this, "You have Turned On the Alarm.",
Toast.LENGTH SHORT).show();
           );
      });
D/NetworkSecurityConfig: No Network Security Config specified, using platform default
 D/TAG: {status:0,username:Chirag,password: Rana}
 D/EGL_emulation: eglMakeCurrent: 0xddd85300: ver 2 0 (tinfo 0xddd83650)
 D/EGL_emulation: eglMakeCurrent: 0xddd85300: ver 2 0 (tinfo 0xddd83650)
 D/TAG: {status:1,username:Chirag,password: Rana}
 D/EGL_emulation: eglMakeCurrent: 0xddd85300: ver 2 0 (tinfo 0xddd83650)
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 D/TAG: {status:0,username:Chirag,password: Rana}
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 D/EGL_emulation: eglMakeCurrent: 0xddd85300: ver 2 0 (tinfo 0xddd83650)
 D/TAG: {status:1,username:Chirag,password: Rana}
 D/EGL_emulation: eglMakeCurrent: 0xddd85300: ver 2 0 (tinfo 0xddd83650)
```

D/EGL\_emulation: eglMakeCurrent: 0xddd85300: ver 2 0 (tinfo 0xddd83650)

#### SERVER SIDE Code:

from flask import Flask, request, jsonify

```
import os
app = Flask(\underline{\quad name}\underline{\quad})
basedir = os.path.abspath(os.path.dirname(__file__))
stat = False
@app.route('/', methods=['POST'])
def post_data():
   print(request.get_json())
   return jsonify({'status':'200'})
@app.route('/', methods=['GET'])
def get_data():
   return {'status':'200'}
if __name__ == '__main__':
   app.run(host="0.0.0.0", port=5000, debug=True, use_reloader=False)
2020-11-06 17:10:08.697148: I tensorflow/core/common_runtime/gpu/gpu_device.cc:1263]
New height: 384 new width: 644
 {'status': 0, 'username': 'Chirag', 'password': 'Rana'}
127.0.0.1 - - [06/Nov/2020 17:10:13] "POST / HTTP/1.1" 200 -
{'status': 1, 'username': 'Chirag', 'password': 'Rana'}
127.0.0.1 - - [06/Nov/2020 17:10:16] "POST / HTTP/1.1" 200 -
{'status': 0, 'username': 'Chirag', 'password': 'Rana'}
127.0.0.1 - - [06/Nov/2020 17:10:16] "POST / HTTP/1.1" 200 -
```

**Conclusion**: Implemented a client and server connection using Android as client and flask as the server.