# **Assignment 7**

## Implementation of TCP/UDP Socket Programming

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#### **Problem Statement**

Write a TCP socket program (in C/C++/Java/Python) to implement a client-server program using TCP sockets. The client will send a message to the server, and the server will perform a cyclic redundancy check (CRC) on the message to detect errors. The server will then send the result back to the client. Display appropriate messages to the user indicating the status of the connection and the result of the CRC check.

#### Code:

#### Server

```
import socket
def xor(a, b):
    result = []
    for i in range(1, len(b)):
        if a[i] == b[i]:
            result.append('0')
        else:
            result.append('1')
    return ''.join(result)
def mod2div(dividend, divisor):
    pick = len(divisor)
    tmp = dividend[0: pick]
    print("\nDivisor:", divisor)
    print("Dividend:", dividend)
    while pick < len(dividend):</pre>
        if tmp[0] == '1':
            tmp = xor(divisor, tmp) + dividend[pick]
            tmp = xor('0'*pick, tmp) + dividend[pick]
        pick += 1
    if tmp[0] == '1':
        tmp = xor(divisor, tmp)
```

```
else:
        tmp = xor('0'*pick, tmp)
    checkword = tmp
    return checkword
def receiveData(client socket):
    # Receive data and CRC key from the client
    received data = client socket.recv(1024).decode()
    key, data = received_data.split(';')
    1 \text{ key} = \text{len(key)}
    appended_data = data + '0'*(1_key-1)
    checksum = mod2div(appended_data, key)
    print("\nKey:", key)
    print("Original Data:", data)
    print("Checksum:", checksum)
    print("Data Sent by Client:", data + checksum )
    print("Verification Result:", "Error Detected!" if checksum != '0'*(1_key-
1) else "No Errors Detected")
# Set up the server socket
server_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
server_socket.bind(('localhost', 12345))
server_socket.listen(1)
print("Server is listening for incoming connections...")
# Accept a client connection
client_socket, client_address = server_socket.accept()
print("Connection established with", client_address)
# Receive and process data from the client
receiveData(client_socket)
# Close the sockets
client socket.close()
server_socket.close()
```

#### Client

```
import socket
def xor(a, b):
    result = []
    for i in range(1, len(b)):
        if a[i] == b[i]:
            result.append('0')
        else:
            result.append('1')
    return ''.join(result)
def sendData(server_socket, data, key):
    1_{\text{key}} = 1_{\text{en}(\text{key})}
    appended_data = data + '0'*(l_key-1)
    print("\nKey:", key)
    print("Original Data:", data)
    # Send CRC key and data to the server
    server_socket.send((key + ';' + data).encode())
# Set up the client socket
client_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
client_socket.connect(('localhost', 12345))
# Input the CRC key from the client
key = input("Enter the CRC Key: ")
# Input data to be sent
data = input("Enter the Data to be Sent: ")
# Send CRC key and data to the server
sendData(client_socket, data, key)
# Close the socket
client_socket.close()
```

### Output

