

Figure 1: asgn8

The screenshot shows a Cisco Packet Tracer interface with two windows. The left window, titled 'Command Prompt', displays the output of a ping command from host C1 to host 192.168.2.10. The right window, titled 'Router1', shows the configuration of Router1 and its ping statistics.

Router1 Configuration:

```

Physical Config CLI Attributes

IOS Command Line Interface

Router#enable
Router#config terminal
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#ip route 10.0.0.2 255.255.255.0 192.168.2.2
%Inconsistent address and mask
Router(config)#ip route 192.168.1.0 255.255.255.0 10.0.0.1
Router#exit
Router#
%SYS-5-CONFIG_I: Configured from console by console
exit

```

Ping Statistics (Router1):

```

Router con0 is now available

Press RETURN to get started.


```

C1 Ping Results:

```

Cisco Packet Tracer - PC Command Line 1.0
C1>ping 192.168.2.10
Pinging 192.168.2.10 with 32 bytes of data:
Request timed out.

Reply from 192.168.2.10: bytes=32 time<1ms TTL=126
Reply from 192.168.2.10: bytes=32 time<1ms TTL=126

Ping statistics for 192.168.2.10:
    Packets: Sent = 4, Received = 2, Lost = 2 (50% loss),
    Approximate round trip times in milliseconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C1>ping 192.168.2.10
Pinging 192.168.2.10 with 32 bytes of data:
Reply from 192.168.2.10: bytes=32 time<1ms TTL=126

Ping statistics for 192.168.2.10:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milliseconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C1>

```

Figure 1: asgn8

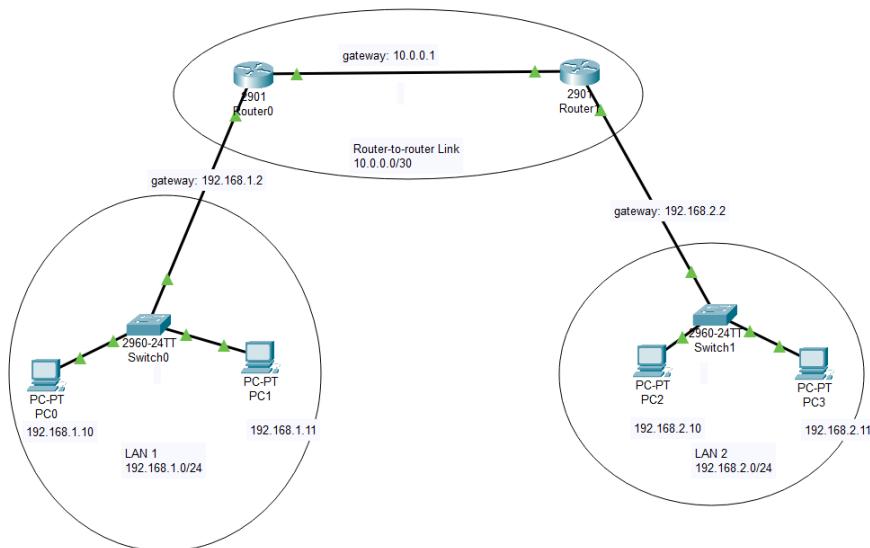


Figure 3: asgn 8

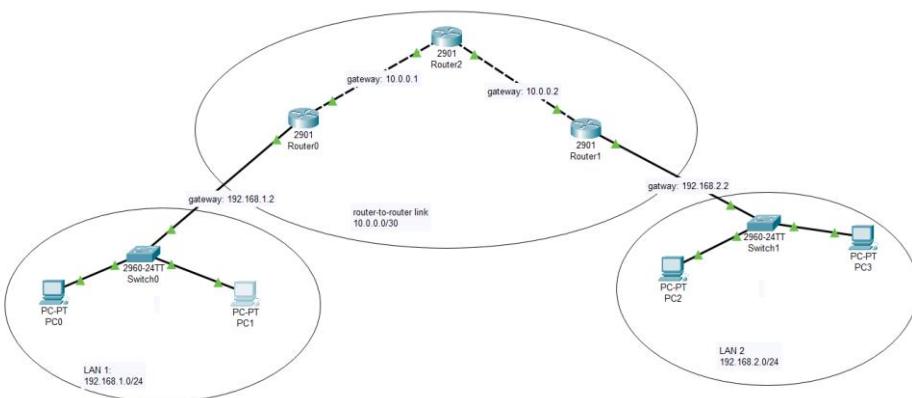


Figure 4: asgn 9

The screenshot shows the IOS Command Line Interface (CLI) of a Cisco Router. The configuration mode is active, displaying various commands like 'Router(config)#' and 'Router(config)#exit'. The output pane shows the configuration being applied to the router, such as 'Line protocol on Interface GigabitEthernet0/1, changed state to up'. A message at the bottom says 'Press RETURN to get started.'

Figure 5: asgn 9

```
goBackN.receiver.py > ...
1 import socket
2 import random
3 import logging
4 import time
5 LOSS_PROBABILITY = 0.2
6 RECEIVER_PORT = 9999
7 logging.basicConfig(level=logging.INFO,
8                     format='%(asctime)s : %(message)s',
9                     datefmt='%H:%M:%S')
10
11 sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
12 sock.bind(('localhost', RECEIVER_PORT))
13 expected_seq = 0
14 logging.info(f"Receiver started on port {RECEIVER_PORT}\n")
15 while True:
16     data, addr = sock.recvfrom(1024)
17     msg = data.decode()
18
19     if msg == "END":
20         logging.info("All packets received. Closing connection.")
21         break
22
23     seq = int(msg.split(':')[1])
24
25     # Simulate packet loss
26     if random.random() < LOSS_PROBABILITY:
27         logging.warning(f"XX Packet {seq} lost (simulated)")
28         continue
29
30     if seq == expected_seq:
31         logging.info(f">> Packet {seq} received, sending ACK {seq}")
32         sock.sendto(f"ACK:{seq}".encode(), addr)
33         expected_seq += 1
34     else:
35         logging.warning(f"Unexpected packet {seq}, expected {expected_seq}. Sending last ACK.")
36         sock.sendto(f"ACK:{expected_seq - 1}".encode(), addr)
37         time.sleep(0.5)
```

Figure 6: asgn 7 gbn rec

```
goBackN.sender.py > go_back_n_sender
1 import socket
2 import random
3 import time
4 import logging
5 from collections import deque
6 from math import floor
7
8 # ----- CONFIG -----
9 SERVER_ADDR = ('localhost', 9999)
10 GBN_WINDOW_SIZE = 4
11 TOTAL_PACKETS = 10
12 ACK_WAIT_TIME = 3 # seconds
13 LOSS_PROBABILITY = 0.2
14
15 # -----
16 logging.basicConfig(
17     level=logging.INFO,
18     format='%(asctime)s : %(message)s',
19     datefmt='%H:%M:%S'
20 )
21
22 # -----
23 class BasicTimer:
24     def __init__(self):
25         self.start_time = None
26         self.interval = None
27
28     def start(self, interval):
29         self.start_time = self.current_time_in_millis()
30         self.interval = interval
31
32     def has_timeout_occurred(self):
33         if not self.start_time:
34             return False
35         cur_time = self.current_time_in_millis()
36         return (cur_time - self.start_time) > self.interval * 1000
37
```

Figure 7: asgn 7 gbn1 sen

```
goBackN.sender.py > go_back_n_sender
23 class BasicTimer:
24     def is_running(self):
25         return self.start_time is not None
26
27     def stop(self):
28         self.start_time = None
29         self.interval = None
30
31     def restart(self, interval):
32         self.start(interval)
33
34     @staticmethod
35     def current_time_in_millis():
36         return int(floor(time.time() * 1000))
37
38 # -----
39 def send_packet(sock, seq_num):
40     """Simulate sending a packet"""
41     msg = f"PACKET:{seq_num}"
42     if random.random() < LOSS_PROBABILITY:
43         logging.warning(f"X Simulated loss of packet {seq_num}")
44         return False
45     sock.sendto(msg.encode(), SERVER_ADDR)
46     logging.info(f"> Sent {msg}")
47     return True
48
49 # -----
50 def go_back_n_sender():
51     sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
52     sock.settimeout(ACK_WAIT_TIME)
53
54     base = 0
55     next_seq = 0
56     window = deque()
57     timer = BasicTimer()
58
```

Figure 8: asgn7 gbn2 sen

```
goBackN.sender.py > go_back_n_sender
66 def go_back_n_sender():
67     # Get window
68     window = deque()
69     timer = BasicTimer()
70     while base < TOTAL_PACKETS:
71         # Send packets in window
72         while next_seq < base + GBN_WINDOW_SIZE and next_seq < TOTAL_PACKETS:
73             send_packet(sock, next_seq)
74             window.append(next_seq)
75             next_seq += 1
76
77         if not timer.is_running():
78             timer.start(ACK_WAIT_TIME)
79
80         # Wait for ACK or timeout
81         try:
82             ack, _ = sock.recvfrom(1024)
83             ack_num = int(ack.decode().split(':')[1])
84             logging.info(f"> ACK {ack_num} received")
85
86             # Slide window
87             while window and window[0] <= ack_num:
88                 base = window.popleft() + 1
89             if not window:
90                 timer.stop()
91             else:
92                 timer.restart(ACK_WAIT_TIME)
93
94             # sleep
95             time.sleep(ACK_WAIT_TIME)
96         except socket.timeout:
97             logging.warning("X Timeout! Resending all packets in window.")
98             for seq in list(window):
99                 send_packet(sock, seq)
100             timer.restart(ACK_WAIT_TIME)
101
102         sock.sendto("END".encode(), SERVER_ADDR)
103         sock.close()
104         logging.info("All packets sent successfully.")
105
106 if __name__ == "__main__":
107     go_back_n_sender()
```

Figure 9: asgn 7 gbn3 sen

```
goBackN.receiver.py > ...
111 21:39:00 : >>> ACK 1 received
112 21:39:22 : >>> ACK 2 lost (simulated)
113 21:39:23 : >>> ACK 2 received
114 21:39:23 : >>> ACK 3 lost (simulated)
115 21:39:23 : >>> ACK 3 received
116 21:39:24 : >>> ACK 4 received
117 21:39:24 : >>> ACK 3 received
118 21:39:25 : >>> ACK 3 received
119 21:39:28 : Timeout! Resending all packets in window.
120 21:39:28 : >>> ACK 4 received
121 21:39:28 : >>> ACK 5 received
122 21:39:28 : >>> ACK 6 received
123 21:39:29 : >>> ACK 6 received
124 21:39:30 : >>> ACK 6 received
125 21:39:33 : Timeout! Resending all packets in window.
126 21:39:33 : >>> ACK 7 received
127 21:39:34 : >>> ACK 8 received
128 21:39:37 : Timeout! Resending all packets in window.
129 21:39:37 : >>> ACK 9 received
130 21:39:39 : >>> ACK 9 received
131 21:39:40 : >>> ACK 9 received
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```

❸ selecRept_sender.py > ⌂ send_packet
1 import socket
2 import time
3 import random
4 import logging
5 from math import floor
6
7 # -----
8 SERVER_ADDR = ('localhost', 9999)
9 TOTAL_PACKETS = 10
10 WINDOW_SIZE = 4
11 TIMEOUT = 2 # seconds
12 LOSS_PROBABILITY = 0.2
13
14 # -----
15 logging.basicConfig(
16     level=logging.INFO,
17     format='%(asctime)s : %(message)s',
18     datefmt='%H:%M:%S'
19 )
20
21 # -----
22 class BasicTimer:
23     def __init__(self):
24         self.start_time = None
25
26     def start(self):
27         self.start_time = self.current_time_in_millis()
28
29     def has_timeout_occurred(self, interval):
30         if self.start_time is None:
31             return False
32         cur = self.current_time_in_millis()
33         return (cur - self.start_time) > interval * 1000
34
35     def restart(self):
36         self.start_time = self.current_time_in_millis()
37

```

Figure 11: asgn 7 SR1 send

```

❸ selecRept_sender.py > ⌂ send_packet
22 class BasicTimer:
23     def stop(self):
24         self.start_time = None
25
26     @staticmethod
27     def current_time_in_millis():
28         return int(floor(time.time() * 1000))
29
30     # -----
31     def send_packet(sock, seq_num):
32         """Send a packet with simulated loss"""
33         msg = f"PACKET:{seq_num}"
34         if random.random() < LOSS_PROBABILITY:
35             logging.warning(f"✗ Simulated loss of packet {seq_num}")
36             return False
37         sock.sendto(msg.encode(), SERVER_ADDR)
38         logging.info(f"✉ Sent {msg}")
39         return True
40
41     # -----
42     def selective_repeat_sender():
43         sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
44         sock.settimeout(0.5)
45
46         base = 0
47         next_seq = 0
48         acked = [False] * TOTAL_PACKETS
49         timers = [None] * TOTAL_PACKETS
50
51         logging.info("Sender started (Selective Repeat)\n")
52
53         while base < TOTAL_PACKETS:
54             # Send packets within window
55             while next_seq < base + WINDOW_SIZE and next_seq < TOTAL_PACKETS:
56                 send_packet(sock, next_seq)
57                 timers[next_seq] = BasicTimer()
58                 timers[next_seq].start()
59
60             # -----
61             while not acked[base]:
62                 acked[base] = True
63                 base += 1
64
65             # Check for individual packet timeouts
66             for i in range(base, min(base + WINDOW_SIZE, TOTAL_PACKETS)):
67                 if not acked[i] and timers[i].has_timeout_occurred(TIMEOUT):
68                     logging.warning(f"✗ Timeout for packet {i}, retransmitting...")
69                     send_packet(sock, i)
70                     timers[i].restart()
71
72             sock.sendto("END".encode(), SERVER_ADDR)
73             sock.close()
74             logging.info("\n✉ All packets sent successfully using Selective Repeat.")
75
76     # -----
77     if __name__ == "__main__":
78         selective_repeat_sender()

```

Figure 12: asgn 7 sr2 send

```

❸ selecRept_sender.py > ⌂ send_packet
57     def selective_repeat_sender():
58         send_packet(sock, next_seq)
59         timers[next_seq] = BasicTimer()
60         timers[next_seq].start()
61         next_seq += 1
62
63         # Receive ACKs
64         try:
65             data, _ = sock.recvfrom(1024)
66             ack_num = int(data.decode().split(':')[1])
67             logging.info(f"✉ ACK {ack_num} received")
68             acked[ack_num] = True
69             timers[ack_num] = None
70
71             # Slide window forward
72             while base < TOTAL_PACKETS and acked[base]:
73                 base += 1
74
75         except socket.timeout:
76             pass
77
78         # Check for individual packet timeouts
79         for i in range(base, min(base + WINDOW_SIZE, TOTAL_PACKETS)):
80             if not acked[i] and timers[i].has_timeout_occurred(TIMEOUT):
81                 logging.warning(f"✗ Timeout for packet {i}, retransmitting...")
82                 send_packet(sock, i)
83                 timers[i].restart()
84
85         sock.sendto("END".encode(), SERVER_ADDR)
86         sock.close()
87         logging.info("\n✉ All packets sent successfully using Selective Repeat.")
88
89     # -----
90     if __name__ == "__main__":
91         selective_repeat_sender()

```

Figure 13: asgn 7 sr3 send

```

❸ selecRept_receiver.py > ...
1  import socket
2  import random
3  import time
4  import logging
5  RECEIVER_PORT = 9999
6  LOSS_PROBABILITY = 0.2
7  WINDOW_SIZE = 4
8  TOTAL_PACKETS = 10
9  logging.basicConfig(
10     level=logging.INFO,
11     format='%(asctime)s : %(message)s',
12     datefmt='%H:%M:%S'
13 )
14 sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
15 sock.bind(('localhost', RECEIVER_PORT))
16 expected_base = 0
17 received_buffer = [False] * TOTAL_PACKETS
18 logging.info(f"Receiver started (Selective Repeat) on port {RECEIVER_PORT}\n")
19 while True:
20     data, addr = sock.recvfrom(1024)
21     msg = data.decode()
22     if msg == "END":
23         logging.info("All packets received. Closing connection.")
24         break
25     seq = int(msg.split(':')[1])
26     # Simulate random loss
27     if random.random() < LOSS_PROBABILITY:
28         logging.warning(f"✗ Simulated loss of packet {seq}")
29         continue
30     received_buffer[seq] = True
31     logging.info(f"Packet {seq} received successfully.")
32     # Send ACK immediately
33     logging.info(f"Sending ACK {seq}")
34     sock.sendto(f"ACK:{seq}".encode(), addr)
35     while expected_base < TOTAL_PACKETS and received_buffer[expected_base]:
36         expected_base += 1
37         time.sleep(0.3)

```

Figure 14: asgn 7 sr rec

Figure 15: asgn 10

```

❸ leakybucket.py > ...
4  def leaky_bucket(bucket_size, leak_rate, simulation_time):
5      print(f"Sent out {storage} KB (bucket emptied)")
6      storage = 0
7
8      else:
9          storage -= leak_rate
10         print(f"Sent out {leak_rate} KB | Remaining in bucket: {storage} KB")
11
12         # Visualize bucket fill
13         filled = int((storage / bucket_size) * 20) # 20 = bar length
14         bar = "█" * filled + " " * (20 - filled)
15         print(f"[{bar}] {storage}/{bucket_size} KB\n")
16
17         # Wait 1 second before next cycle
18         time.sleep(1)
19
20     # After simulation, empty remaining data
21     print("\nSimulation complete. Emptying remaining data...")
22     while storage > 0:
23         if storage < leak_rate:
24             print(f"Sent out {storage} KB (final leak)")
25             storage = 0
26         else:
27             storage -= leak_rate
28             print(f"Sent out {leak_rate} KB | Remaining: {storage} KB")
29             time.sleep(1)
30
31     print("\nBucket emptied successfully!")
32
33     # Example: bucket_size=15KB, leak_rate=3KB/sec, simulate 10 seconds
34     leaky_bucket(bucket_size=15, leak_rate=3, simulation_time=10)

```

Figure 16: asgn 11 ip2

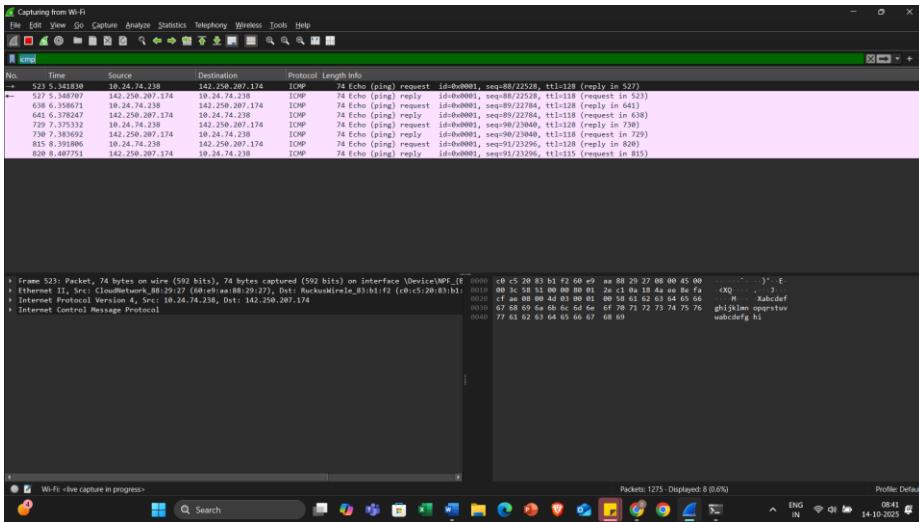


Figure 17: asgn 10

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
PS C:\Users\DELL 3530\OneDrive\Desktop\cisco_card> python Leakybckt.py
--- Real-Time Leaky Bucket Simulation ---
Bucket Size: 15 KB | Leak Rate: 3 KB/sec

Time 1s: Incoming Packet = 9 KB
Added to bucket. Current storage = 9 KB
Sent out 3 KB | Remaining in bucket: 6 KB
[██████████] 6/15 KB

Time 2s: Incoming Packet = 5 KB
Added to bucket. Current storage = 11 KB
Sent out 3 KB | Remaining in bucket: 8 KB
[██████████] 8/15 KB

Time 3s: Incoming Packet = 7 KB
Added to bucket. Current storage = 15 KB
Sent out 3 KB | Remaining in bucket: 12 KB
[██████████] 12/15 KB

Time 4s: Incoming Packet = 10 KB
⚠ Bucket Overflow! Dropped 7 KB
Sent out 3 KB | Remaining in bucket: 12 KB
[██████████] 12/15 KB

Time 5s: Incoming Packet = 1 KB
Added to bucket. Current storage = 13 KB
Sent out 3 KB | Remaining in bucket: 10 KB
[██████████] 10/15 KB

Time 6s: Incoming Packet = 4 KB
Added to bucket. Current storage = 14 KB
Sent out 3 KB | Remaining in bucket: 11 KB
[██████████] 11/15 KB

Time 7s: Incoming Packet = 5 KB
⚠ Bucket Overflow! Dropped 1 KB
```

Figure 18: asgn 11

```
URL_parsing.py > split_url
1 # parse_url.py
2 from urllib.parse import urlparse, parse_qs
3 def split_url(url):
4     p = urlparse(url)
5     scheme = p.scheme
6     # authority/host portion (userinfo@host:port)
7     authority = p.netloc
8     path = p.path or '/'
9     query = p.query
10    fragment = p.fragment
11    query_params = parse_qs(p.query)
12    return {
13        "scheme": scheme,
14        "authority": authority,
15        "path": path,
16        "query": query,
17        "fragment": fragment,
18        "query_params": query_params
19    }
20 if __name__ == "__main__":
21     tests = [
22         "http://www.example.com/index.html",
23         "https://example.com:8080/path/to/resource?x=1&y=2",
24         "ftp://ftp.example.org/resource.tar.gz",
25         "https://user:pass@sub.example.co.uk:8443/dir/page.php?q=test#section2",
26         "https://example.com/path/"
27     ]
28     for t in tests:
29         res = split_url(t)
30         print("URL:", t)
31         print(" scheme : ", res["scheme"])
32         print(" authority: ", res["authority"])
33         print(" path   : ", res["path"])
34         print(" query  : ", res["query"])
35         print(" fragment: ", res["fragment"])
36         print(" q params : ", res["query_params"])
37         print("-*50)
```

Figure 19: asgn 12-1

```
Leakybckt.py > ...
1 import time
2 import random
3 |
4 def leaky_bucket(bucket_size, leak_rate, simulation_time):
5     storage = 0 # Current bucket content (in KB)
6
7     print("\n--- Real-Time Leaky Bucket Simulation ---")
8     print(f"Bucket Size: {bucket_size} KB | Leak Rate: {leak_rate} KB/sec\n")
9
10    for t in range(1, simulation_time + 1):
11        # Random incoming data (0 to 10 KB per second)
12        incoming = random.randint(0, 10)
13        print(f"Time {t}s: Incoming Packet = {incoming} KB")
14
15        # Add incoming data
16        if storage + incoming > bucket_size:
17            dropped = (storage + incoming) - bucket_size
18            storage = bucket_size
19            print(f"⚠ Bucket Overflow! Dropped {dropped} KB")
20        else:
21            storage += incoming
22            print(f"Added to bucket. Current storage = {storage} KB")
23
24        # Leak out at fixed rate
25        if storage == 0:
26            print("Bucket is empty, nothing to send.")
27        elif storage < leak_rate:
28            print(f"Sent out {storage} KB (bucket emptied)")
29            storage = 0
30        else:
31            storage -= leak_rate
```

Figure 20: asgn 12

Figure 21: asgn 11 ip1