

# CS-8581 COMPUTER NETWORKS LABORATORY

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CSE -A

## Experiment 1:

### Netstat

```
Microsoft Windows [Version 10.0.19041.450]
(c) 2020 Microsoft Corporation. All rights reserved.

D:\Dharaneeshwar\Lab Programs\CN>netstat

Active Connections

Proto Local Address           Foreign Address         State
TCP    127.0.0.1:5880           DTL-Zenbook:55472      TIME_WAIT
TCP    192.168.1.5:49434       40.90.189.152:https     ESTABLISHED
TCP    192.168.1.5:55347       40.119.249.228:https     ESTABLISHED
TCP    192.168.1.5:55356       whatsapp-cdn-shv-01-maa2:https ESTABLISHED
TCP    192.168.1.5:55357       172.253.118.188:5228     ESTABLISHED
TCP    192.168.1.5:55359       1b-140-92-114-25-lad:https ESTABLISHED
TCP    192.168.1.5:55398       104.244.42.280:https     ESTABLISHED
TCP    192.168.1.5:55469       server-13-33-179-97:https ESTABLISHED
TCP    192.168.1.5:55473       52.109.56.34:https       TIME_WAIT

D:\Dharaneeshwar\Lab Programs\CN>netstat -e
Interface Statistics

                Received            Sent
Bytes            63852330           31686252
Unicast packets   136536             82092
Non-unicast packets 930               31908
Discards          0
Errors            0
Unknown protocols 0

D:\Dharaneeshwar\Lab Programs\CN>
```

### Ipconfig

```
D:\Dharaneeshwar\Lab Programs\CN>ipconfig

Windows IP Configuration

Wireless LAN adapter Local Area Connection* 11:

    Media State . . . . . : Media disconnected
    Connection-specific DNS Suffix  . :

Wireless LAN adapter Local Area Connection* 12:

    Media State . . . . . : Media disconnected
    Connection-specific DNS Suffix  . :

Wireless LAN adapter Wi-Fi:

    Connection-specific DNS Suffix  . : domain.name
    Link-local IPv6 Address . . . . . : fe80::74f7:d7f4:321:2748%18
    IPv4 Address. . . . . : 192.168.1.5
    Subnet Mask . . . . . : 255.255.255.0
    Default Gateway . . . . . : fe80::c6e9:aff:fe3f:56d0%18
                                192.168.1.1

D:\Dharaneeshwar\Lab Programs\CN>
```

### Ns-lookup

```

D:\Dharaneeshwar\Lab Programs\CN>nslookup www.google.com
Server:  dns.google
Address:  8.8.8.8

Non-authoritative answer:
Name:     www.google.com
Addresses: 2404:6800:4007:804::2004
          172.217.163.196

D:\Dharaneeshwar\Lab Programs\CN>nslookup www.daranip.com
Server:  dns.google
Address:  8.8.8.8

Non-authoritative answer:
Name:     www.daranip.com
Address:  185.199.110.153

D:\Dharaneeshwar\Lab Programs\CN>

```

## Traceroute

```

D:\Dharaneeshwar\Lab Programs\CN>tracert www.daranip.com

Tracing route to www.daranip.com [185.199.110.153]
over a maximum of 30 hops:

  1    2 ms    2 ms    2 ms  192.168.1.1
  2   21 ms    *      19 ms  117.193.240.1
  3   22 ms    *      21 ms  218.248.161.106
  4   21 ms   21 ms   20 ms  117.216.207.214
  5   20 ms   20 ms   20 ms  117.216.207.215
  6    *      *      *     Request timed out.
  7    *      *      *     Request timed out.
  8    *      *      *     Request timed out.
  9    *      *      *     Request timed out.
 10   21 ms   21 ms   21 ms  1.7.160.109
 11   93 ms   92 ms   90 ms  185.199.110.153

Trace complete.

D:\Dharaneeshwar\Lab Programs\CN>

```

## Experiment 2:

```
import socket
```

```
request = b"GET / HTTP/1.1\nHost: google.com\n\n"
```

```
s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
```

```
s.connect(("google.com", 80))
```

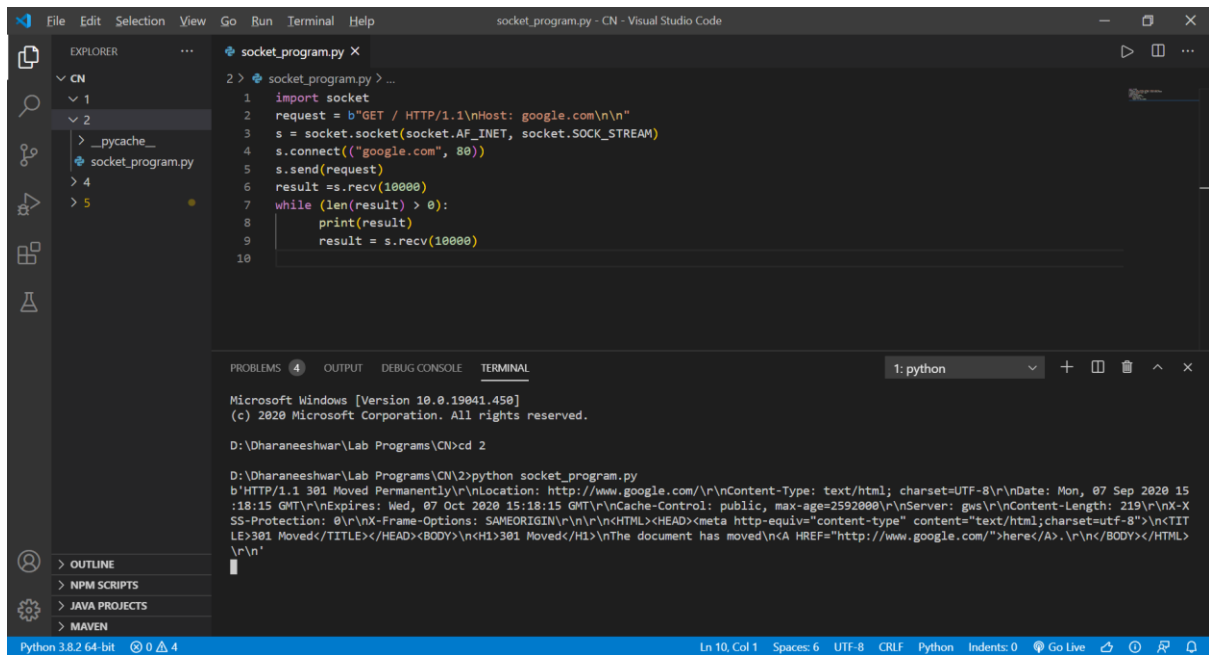
```
s.send(request)
```

```
result = s.recv(10000)
```

```
while (len(result) > 0):
```

```
    print(result,end='\n')
```

```
    result = s.recv(10000)
```

The image shows a screenshot of the Visual Studio Code editor. The Explorer pane on the left shows a project named 'CN' with a file 'socket\_program.py'. The main editor window displays the code for 'socket\_program.py', which is a Python script that sends an HTTP GET request to 'http://1.1.1.1' and prints the response. The output pane at the bottom shows the terminal output, which includes the command 'python socket\_program.py' and the resulting HTTP response from the server, indicating a 301 Moved Permanently status.

### EXPERIMENT 3:

#### (a) TCP SOCKET APPLICATION -ECHO CLIENT AND ECHO SERVER SERVER:

```
import java.net.*;
```

```
import java.io.*;
```

```
public class Server {
```

```
    public static void main(String[] arg) throws IOException {
```

```
        ServerSocket sock = null;
```

```
        BufferedReader fromClient = null;
```

```
        OutputStreamWriter toClient = null;
```

```
        Socket client = null;
```

```
        try {
```

```
            sock = new ServerSocket(4000);
```

```
            System.out.println("Server Ready");
```

```
            client = sock.accept();
```

```
            System.out.println("Client Connected");
```

```
            fromClient = new BufferedReader(new  
InputStreamReader(client.getInputStream()));
```

```
            toClient = new OutputStreamWriter(client.getOutputStream());
```

```

String line;
while (true) {
    line = fromClient.readLine();
    if ((line == null) || line.equals("over"))
        break;
    System.out.println("Client [ " + line + " ]");
    toClient.write("Server [ " + line + " ]\n");
    toClient.flush();
}
fromClient.close();
toClient.close();
client.close();
sock.close();
System.out.println("Client Disconnected");
} catch (IOException ioe) {
    System.err.println(ioe);
}
}
}

```

## **CLIENT**

```

import java.net.*;
import java.io.*;

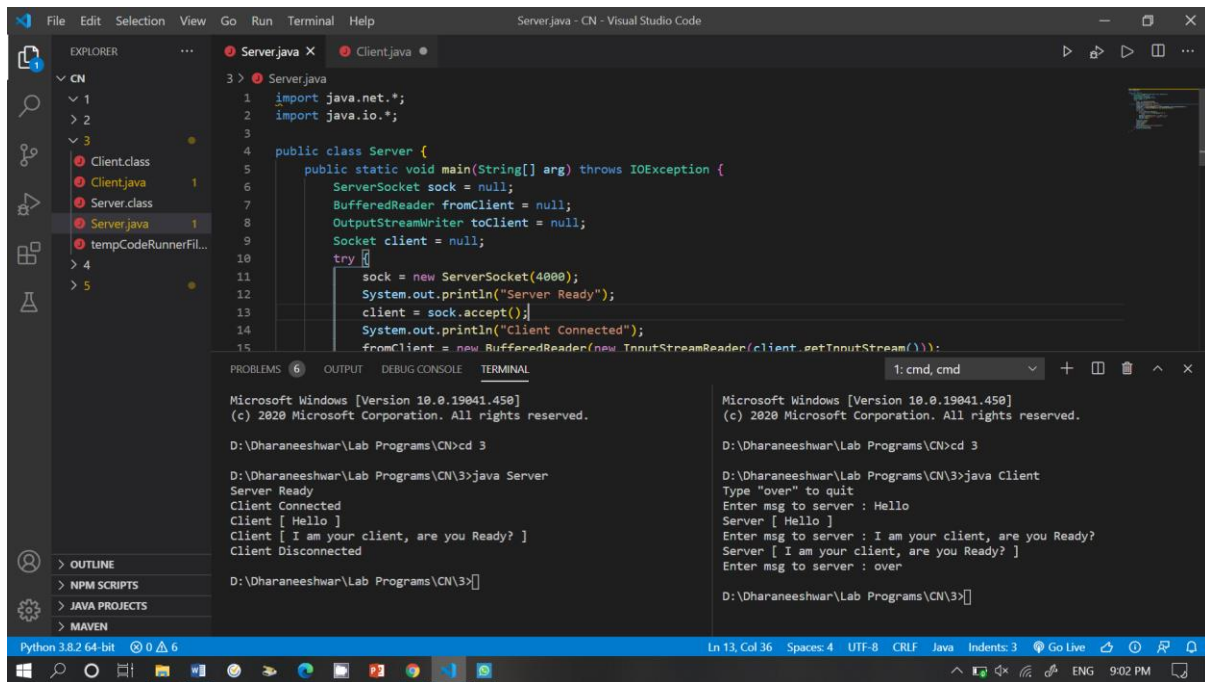
public class Client {
    public static void main(String[] args) throws IOException {
        BufferedReader fromServer = null, fromUser = null;
        PrintWriter toServer = null;
        Socket sock = null;
        try {
            if (args.length == 0)
                sock = new Socket(InetAddress.getLocalHost(), 4000);
            else

```

```

        sock = new Socket(InetAddress.getByName(args[0]), 4000);
        fromServer = new BufferedReader(new
InputStreamReader(sock.getInputStream()));
        fromUser = new BufferedReader(new InputStreamReader(System.in));
        toServer = new PrintWriter(sock.getOutputStream(), true);
        String Usrcmsg, Srvmsg;
        System.out.println("Type \"over\" to quit");
        while (true) {
            System.out.print("Enter msg to server : ");
            Usrcmsg = fromUser.readLine();
            if (Usrcmsg == null || Usrcmsg.equals("over")) {
                toServer.println("over");
                break;
            } else
                toServer.println(Usrcmsg);
            Srvmsg = fromServer.readLine();
            System.out.println(Srvmsg);
        }
        fromUser.close();
        fromServer.close();
        toServer.close();
        sock.close();
    } catch (IOException ioe) {
        System.err.println(ioe);
    }
}
}

```



### 3(b) CHAT APPLICATION USING TCP SOCKETS

#### SERVER:

```
import java.io.*;
import java.net.*;

class chatServer {

    public static int clientport = 8040, serverport = 8050;

    public static void main(String args[]) throws Exception {

        DatagramSocket SrvSoc = new DatagramSocket(client port);

        byte[] SData = new byte[1024];

        BufferedReader br = new BufferedReader(new InputStreamReader(System.in));

        System.out.println("Server Ready");

        while (true) {

            byte[] RData = new byte[1024];

            DatagramPacket RPack = new DatagramPacket(RData , RData.length);

            SrvSoc.receive(RPack);

            String Text = new String(RPack.getData());

            if (Text.trim().length() == 0)

                break;

            System.out.println("\nFrom Client <<< " + Text);
```

```

System.out.print("Msg to Client : ");
String srvmsg = br.readLine();
InetAddress IPAddr = RPack.getAddress();
SData = srvmsg.getBytes();
DatagramPacket SPack = new DatagramPacket(SData,SData.length,IPAddr,
serverport);
SrvSoc.send(SPack);
}
System.out.println("\nClient Quits\n");
SrvSoc.close();
}
}

```

## **CLIENT**

```

import java.io.*;
import java.net.*;
class chatClient {
    public static int clientport = 8040, serverport = 8050;
    public static void main(String args[]) throws Exception {
        BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
        DatagramSocket CliSoc = new DatagramSocket(serverport);
        InetAddress IPAddr;
        String Text;
        if (args.length == 0)
            IPAddr = InetAddress.getLocalHost();
        else
            IPAddr = InetAddress.getByName(args[0]);
        byte[] SData = new byte[1024];
        System.out.println("Press Enter without text to quit");
        while (true) {
            System.out.print("\nEnter text for server : ");
            Text = br.readLine();

```

```

SData = Text.getBytes();

DatagramPacket SPack = new DatagramPacket(SData, SData.length, IPAddr,
clientport);

CliSoc.send(SPack);

if (Text.trim().length() == 0)

break;

byte[] RData = new byte[1024];

DatagramPacket RPack = new DatagramPacket(RData, RData.length);

CliSoc.receive(RPack);

String Echo = new String(RPack.getData());

Echo = Echo.trim();

System.out.println("From Server <<< " + Echo);

}

CliSoc.close();

}

}

```

```

// Server.java
import java.io.*;
import java.net.*;

class chatServer {
    public static int clientport = 8040, serverport = 8040;

    public static void main(String args[]) throws Exception {
        DatagramSocket SrvSoc = new DatagramSocket(serverport);
        byte[] SData = new byte[1024];
        BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
        System.out.println("Server Ready");
        while (true) {
            byte[] RData = new byte[1024];
            DatagramPacket RPack = new DatagramPacket(RData, RData.length);
            SrvSoc.receive(RPack);
            String Text = new String(RPack.getData());
            if (Text.trim().length() == 0) continue;
            IPAddr = InetAddress.getLocalHost();
            String Echo = Text.trim();
            System.out.println("From Client <<< " + Echo);
            DatagramPacket SPack = new DatagramPacket(Echo.getBytes(), Echo.getBytes().length, IPAddr, clientport);
            SrvSoc.send(SPack);
        }
    }
}

// Client.java
import java.io.*;
import java.net.*;

class chatClient {
    public static int clientport = 8040, serverport = 8040;

    public static void main(String args[]) throws Exception {
        BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
        DatagramSocket CliSoc = new DatagramSocket(clientport);
        InetAddress IPAddr;
        String Text;
        if (args.length == 0) {
            IPAddr = InetAddress.getLocalHost();
        } else {
            IPAddr = InetAddress.getByName(args[0]);
        }
        byte[] SData = new byte[1024];
    }
}

```

### 3(C) FILE TRANSFER USING TCP SOCKETS

#### SERVER:

```

import java.io.BufferedReader;
import java.io.File;
import java.io.FileInputStream;

```



```
import java.io.OutputStream;
import java.net.InetAddress;
import java.net.ServerSocket;
import java.net.Socket;
public class fileTransServer {

    public static void main(String[] args) throws Exception {
        ServerSocket sock = new ServerSocket(5000);
        Socket socket = sock.accept();

        InetAddress IA = InetAddress.getByName("localhost");

        //Specify the file
        File file = new File("C:\\Users\\Divya\\Documents\\labb.txt");
        FileInputStream fis = new FileInputStream(file);
        BufferedInputStream bis = new BufferedInputStream(fis);

        //Get socket's output stream
        OutputStream os = socket.getOutputStream();

        //Read File Contents into contents array
        byte[] contents;
        long fileLength = file.length();
        long current = 0;

        long start = System.nanoTime();
        while(current!=fileLength){
            int size = 10000;
            if(fileLength - current >= size)
                current += size;
            else{
                size = (int)(fileLength - current);
```

```

current = fileLength;
}
contents = new byte[size];
bis.read(contents, 0, size);
os.write(contents);
System.out.print("Sending file ... "+(current*100)/fileLength+"% complete!");
}

os.flush();
socket.close();
sock.close();
System.out.println("File sent succesfully!");
}
}

```

## **CLIENT**

```

import java.io.BufferedOutputStream;
import java.io.FileOutputStream;
import java.io.InputStream;
import java.net.InetAddress;
import java.net.Socket;

public class fileTransClient {

    public static void main(String[] args) throws Exception{

        Socket socket = new Socket(InetAddress.getByName("localhost"), 5000);
        byte[] contents = new byte[10000];

        FileOutputStream fos = new
        FileOutputStream("C:\\Users\\Divya\\Documents\\labb.txt");
        BufferedOutputStream bos = new BufferedOutputStream(fos);
        InputStream is = socket.getInputStream();
    }
}

```

```

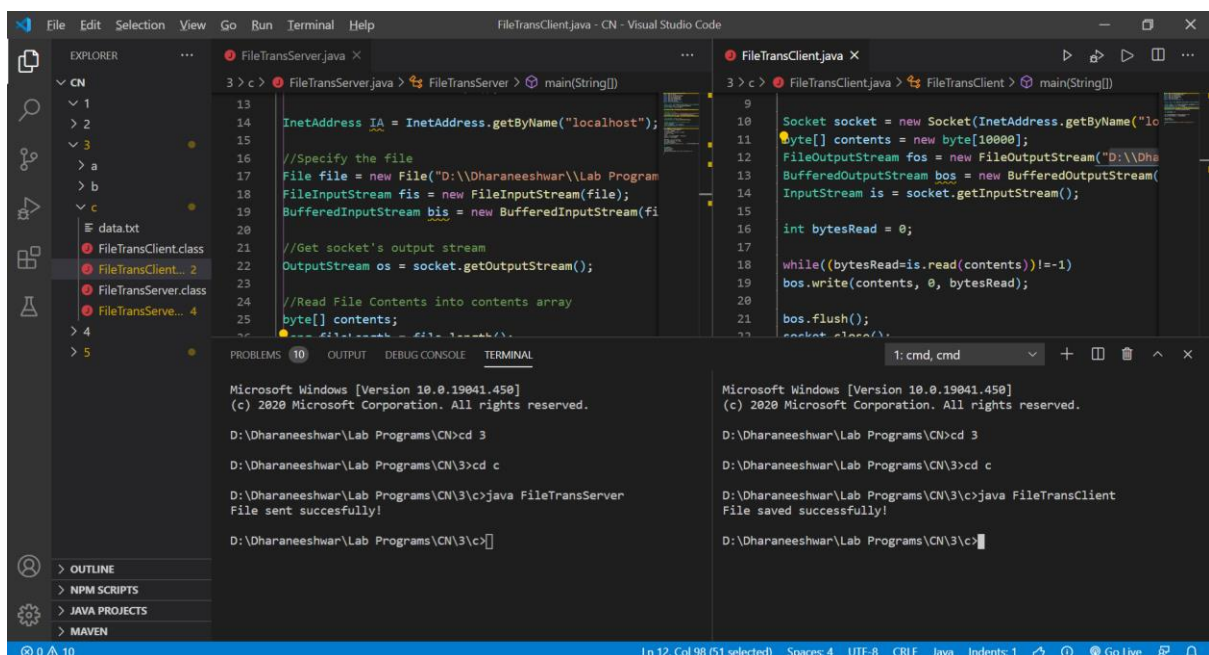
int bytesRead = 0;

while((bytesRead=is.read(contents))!=-1)
bos.write(contents, 0, bytesRead);

bos.flush();
socket.close();

System.out.println("File saved successfully!");
}
}

```



## EXPERIMENT 4: SIMULATION OF DNS USING UDP SOCKETS

### SERVER:

```

import java.io.*;
import java.net.*;

class UDPServer
{
    public static DatagramSocket ds;
    public static byte buffer[]=new byte[1024];

```

```

public static int clientport=789,serverport=790;
public static void main(String args[]) throws Exception
{
ds=new DatagramSocket(clientport);
System.out.println("press ctrl+c to quit the program ");
BufferedReader dis=new BufferedReader(new InputStreamReader(System.in));
InetAddress ia=InetAddress.getLocalHost();
while(true)
{
DatagramPacket p=new DatagramPacket(buffer,buffer.length);
ds.receive(p);
String psx=new String(p.getData(),0,p.getLength());
System.out.println("Client:" + psx);
InetAddress ib=InetAddress.getByName(psx);
System.out.println("Server output:"+ib);
String str=dis.readLine();
if(str.equals("end"))
break;
buffer=str.getBytes();
ds.send(new DatagramPacket(buffer,str.length(),ia,serverport));
}
}
}

```

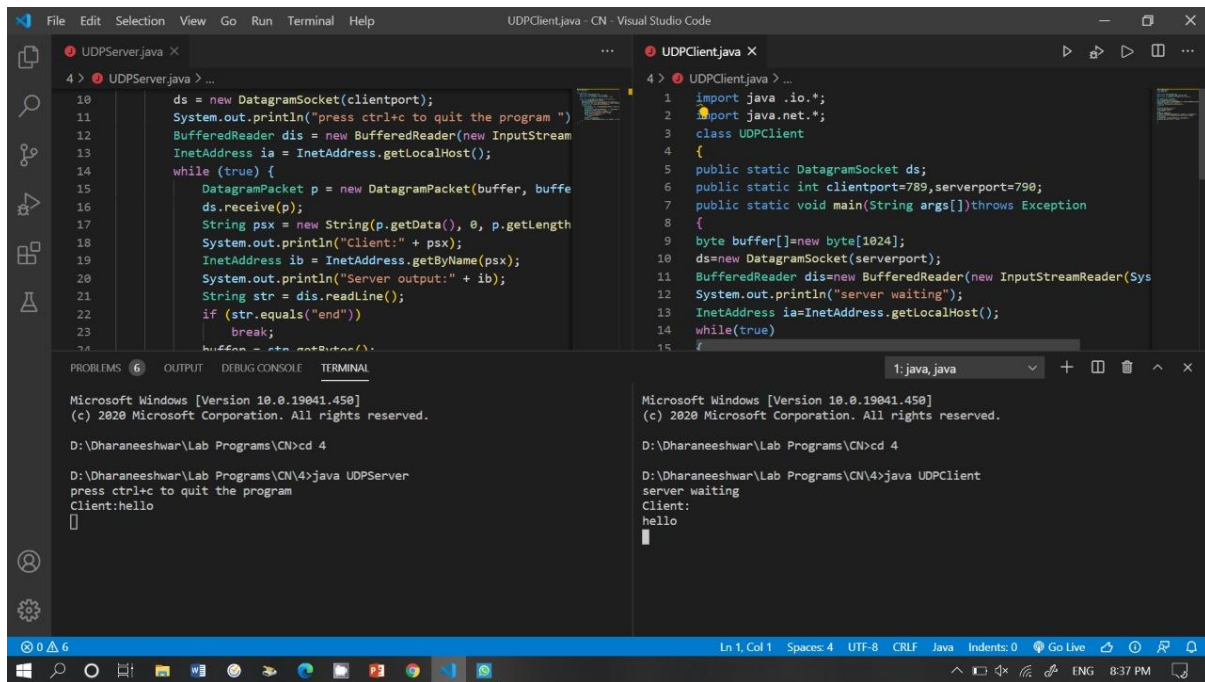
## **Client**

```

import java .io.*;
import java.net.*;
class UDPClient
{
public static DatagramSocket ds;
public static int clientport=789,serverport=790;
public static void main(String args[])throws Exception
{

```

```
byte buffer[]=new byte[1024];
ds=new DatagramSocket(serverport);
BufferedReader dis=new BufferedReader(new InputStreamReader(System.in));
System.out.println("server waiting");
InetAddress ia=InetAddress.getLocalHost();
while(true)
{
System.out.println("Client:");
String str=dis.readLine();
if(str.equals("end"))
break;
buffer=str.getBytes();
ds.send(new DatagramPacket(buffer,str.length(),ia,clientport));
DatagramPacket p=new DatagramPacket(buffer,buffer.length);
ds.receive(p);
String psx=new String(p.getData(),0,p.getLength());
System.out.println("Server:" + psx);
}
}
}
```



## EXPERIMENT 5: SIMULATING ARP PROTOCOL USING JAVA

### ARP

```
import java.net.*;
import java.io.*;
import java.lang.Object;
import java.util.*;

class arp
{
    public static void main(String args[])
    {
        try
        {
            Process p=Runtime.getRuntime().exec("arp -a");
            BufferedReader br=new BufferedReader(new
            InputStreamReader(p.getInputStream()));

            String str,str1="",st1,st2;

            while((str=br.readLine())!=null)

                str1+=str+"\n";
        }
    }
}
```

```

StringTokenizer st=new StringTokenizer(str1,"\n");
BufferedReader br1=new BufferedReader(new InputStreamReader(System.in));
System.out.println("Enter the IP ADDRESS");

st2=br1.readLine();
while(st.hasMoreTokens())
{
    st1=st.nextToken();
    if(st1.indexOf(st2)!=-1)
    System.out.println(st1);
}
}
catch(Exception e)
{
    e.printStackTrace();
}
}
}
}

```

```

File Edit Selection View Go Run Terminal Help
• ARP.java - CN - Visual Studio Code

EXPLORER
CN
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  16
  17
  18
  arp.class
  ARP.java
  rarp.class
  RARP.java 2

5 > ARP.java > ARP > main(String[])
1 import java.io.*;
2 import java.util.*;
3
4 class ARP {
5     public static void main(String args[]) {
6         try {
7             Process p = Runtime.getRuntime().exec("arp -a");
8             BufferedReader br = new BufferedReader(new InputStreamReader(p.getInputStream()));
9             String str, str1 = "", st1, st2;
10            while ((str = br.readLine()) != null)
11                str1 += str + "\n";
12            StringTokenizer st = new StringTokenizer(str1, "\n");
13            BufferedReader br1 = new BufferedReader(new InputStreamReader(System.in));
14            System.out.println("Enter the IP ADDRESS");
15            st2 = br1.readLine();
16            while (st.hasMoreTokens()) {
17                st1 = st.nextToken();
18                if (st1.indexOf(st2) != -1)

```

PROBLEMS 2 OUTPUT DEBUG CONSOLE TERMINAL 1: cmd

```

D:\Dharaneeshwar\Lab Programs\CN>cd 5
D:\Dharaneeshwar\Lab Programs\CN\5>java ARP
Enter the IP ADDRESS
192.168.1.5
Interface: 192.168.1.5 --- 0x12
D:\Dharaneeshwar\Lab Programs\CN\5>

```

Ln 15, Col 34 Spaces: 4 UTF-8 CRLF Java Indents: 3 Go Live

## RARP

```
import java.net.*;
```

```

import java.io.*;
import java.lang.Object;
import java.util.*;
class rarp
{
public static void main(String args[])
{
try
{
Process p=Runtime.getRuntime().exec("arp -a");
BufferedReader br=new BufferedReader(new
InputStreamReader(p.getInputStream()));
String str,str1="",st1,st2;
while((str=br.readLine())!=null)
str1+=str+"\n";
StringTokenizer st=new StringTokenizer(str1,"\n");
BufferedReader br1=new BufferedReader(new InputStreamReader(System.in));
System.out.println("Enter the physical 48-bit ADDR ENTER THE PHYSICAL 48BIT
ADDRESS ");
st2=br1.readLine();
while(st.hasMoreTokens())
{
st1=st.nextToken();
if(st1.indexOf(st2)!=-1)
System.out.println(st1);
}
}
catch(Exception E)
{
E.printStackTrace();
} } }

```



