

Faculty of Engineering and Technology
Electrical and Computer Engineering Department
ENCS3320 - Computer Network
Project_1 Report

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Date: 10/11/2023

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Part 1:

1.1. What Is Ping, Tracert, Nslookup and Telnet?

Ping: is a command-line utility that serves as a test to determine if a networked device is reachable.

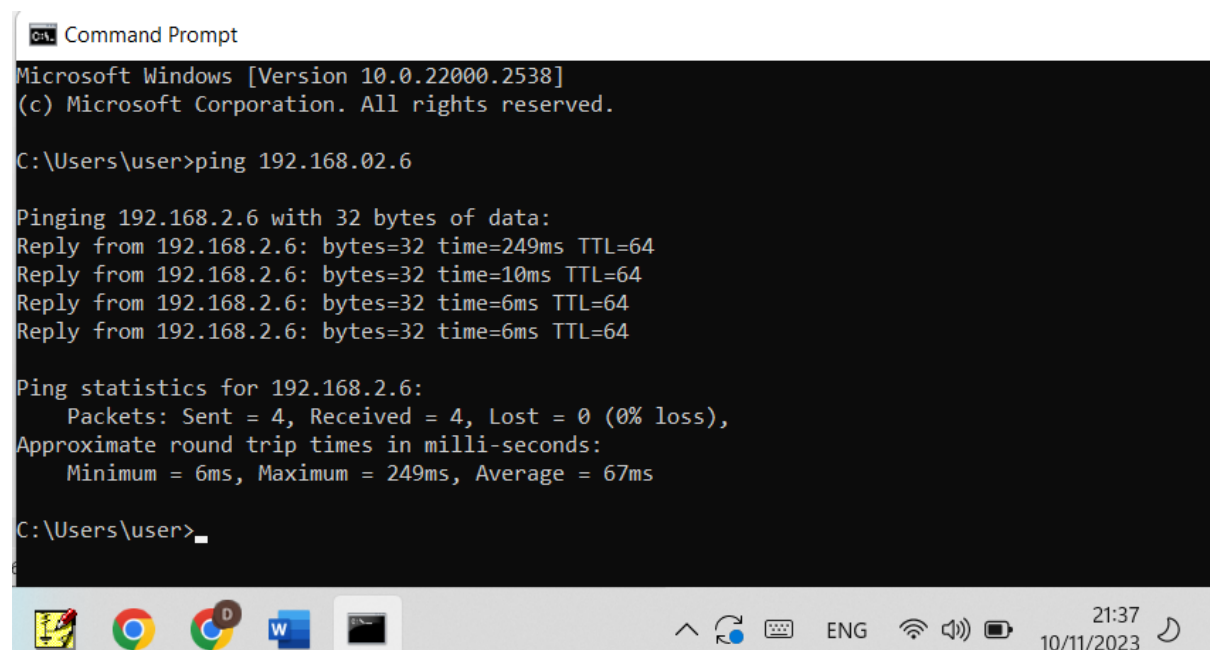
Tracert: is a command-line utility that traces the path a protocol packet takes to reach its destination.

Nslookup: is a command used to query domain name and address servers.

Telnet: A network protocol that allows a user to establish a remote connection to a device or server over a TCP/IP network.

1.2. Run Some Commands

1.2.1. Ping a Device in The Same Network e.g. from a laptop to a smartphone

A screenshot of a Windows Command Prompt window. The title bar says "C:\ Command Prompt". The window content shows the following text:

```
Microsoft Windows [Version 10.0.22000.2538]
(c) Microsoft Corporation. All rights reserved.

C:\Users\user>ping 192.168.02.6

Pinging 192.168.2.6 with 32 bytes of data:
Reply from 192.168.2.6: bytes=32 time=249ms TTL=64
Reply from 192.168.2.6: bytes=32 time=10ms TTL=64
Reply from 192.168.2.6: bytes=32 time=6ms TTL=64
Reply from 192.168.2.6: bytes=32 time=6ms TTL=64

Ping statistics for 192.168.2.6:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 6ms, Maximum = 249ms, Average = 67ms

C:\Users\user>
```

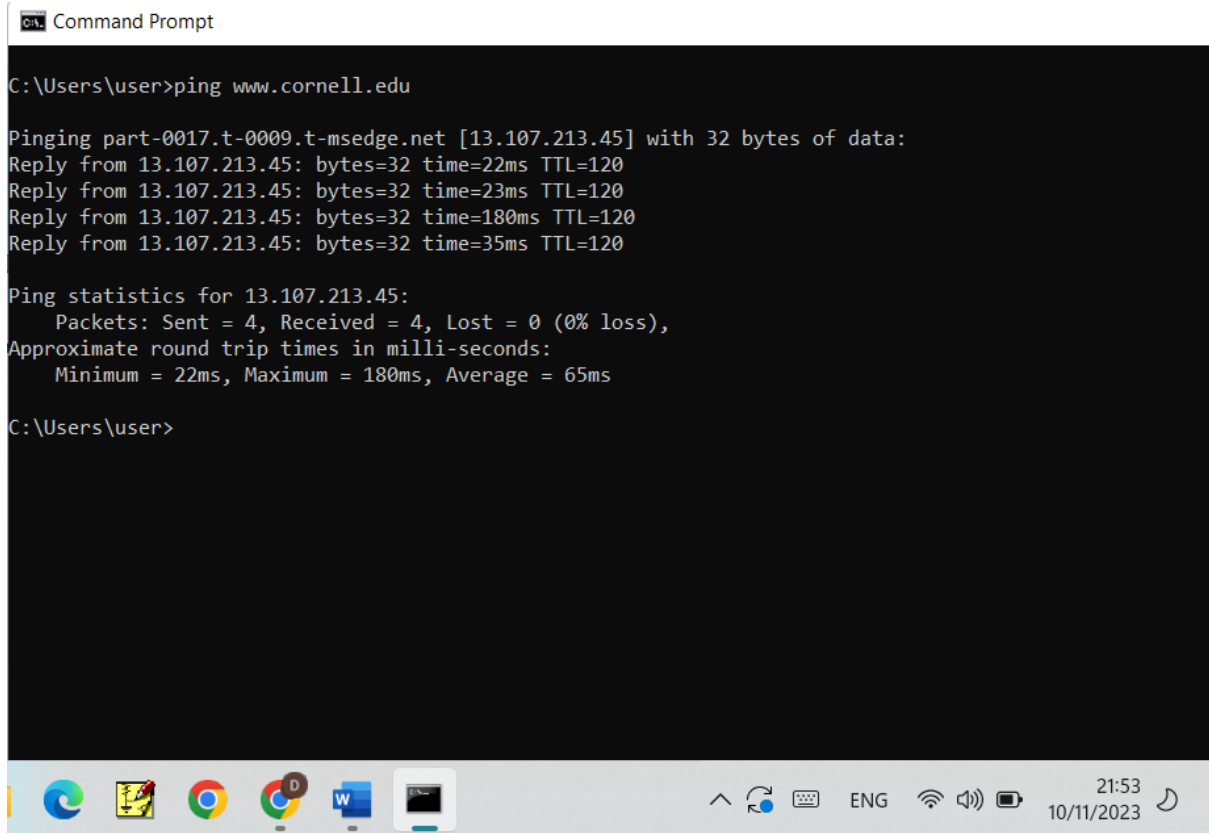
The taskbar at the bottom shows icons for File Explorer, Google Chrome, Microsoft Word, and the Command Prompt itself. The system tray on the right shows the time as 21:37 and the date as 10/11/2023.

Figure 1: Ping Device in Same Network

Consider Figure 1, When ping a device at IP address 192.168.2.6 , the computer sends four small data packets. If the device is working, it sends these packets back, called "echo reply requests" Each attempt shows as a line in the result. If get a response, it means computer can talk to the device, showing the network is connected. "Request timed out" means the device might be down or blocking pings. "Destination host unreachable" suggests a problem finding the route. The "time" is how long a packet takes to go to the device and back (RTT). "Time to live" (TTL) is when a resource is removed from a cache. The ping command sends 32 bytes of data by default.

In this case, we sent four packets, got all back with no loss, and the RTT values (minimum, maximum, and average) are all 0ms. This means a fast and responsive connection between the computer and the device.

1.2.2. Ping www.cornell.edu

A screenshot of a Windows Command Prompt window. The title bar reads "C:\> Command Prompt". The command prompt shows the user at "C:\Users\user>" typing "ping www.cornell.edu". The output shows the IP address [13.107.213.45] and four successful replies with varying response times (22ms, 23ms, 180ms, 35ms) and a TTL of 120. Ping statistics are also displayed, showing 4 packets sent, 4 received, 0% loss, and average round trip times of 65ms. The taskbar at the bottom shows various application icons and system tray icons including a clock showing 21:53 on 10/11/2023.

```
C:\Users\user>ping www.cornell.edu

Pinging part-0017.t-0009.t-msedge.net [13.107.213.45] with 32 bytes of data:
Reply from 13.107.213.45: bytes=32 time=22ms TTL=120
Reply from 13.107.213.45: bytes=32 time=23ms TTL=120
Reply from 13.107.213.45: bytes=32 time=180ms TTL=120
Reply from 13.107.213.45: bytes=32 time=35ms TTL=120

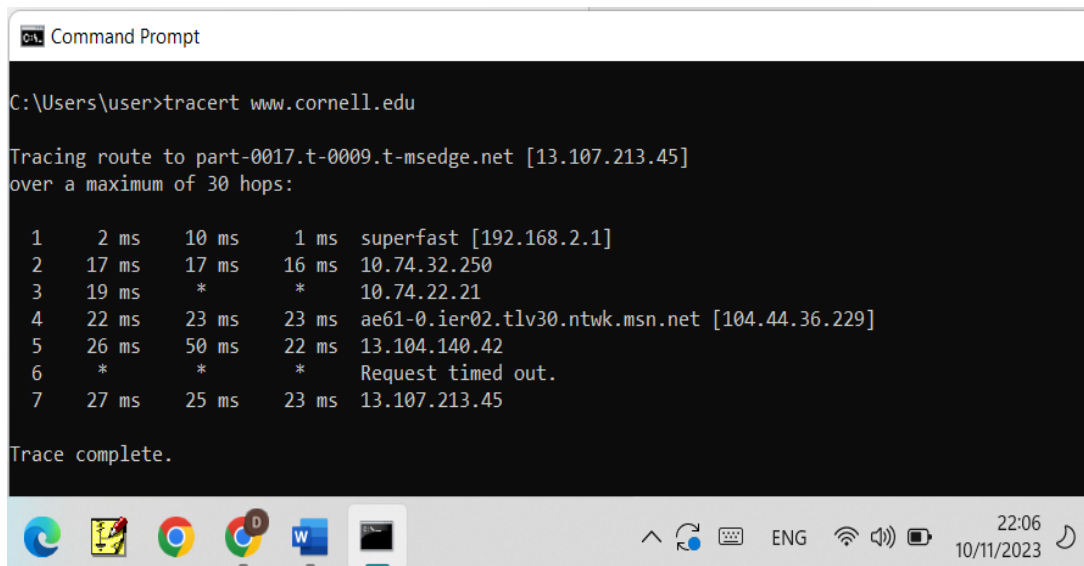
Ping statistics for 13.107.213.45:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 22ms, Maximum = 180ms, Average = 65ms

C:\Users\user>
```

Figure 2: Ping www.cornell.edu

That response shows the URL you are pinging, its IP address, and the packet size. The next four lines show the response details for each packet: the time it took for the response (in milliseconds) and the time-to-live (TTL), which is how long before the packet is discarded. the minimum time for a response (RTT) was 22 ms, the maximum was 180 ms, and the average RTT was 65 ms. The average RTT is calculated by adding the RTT for each packet and dividing by the number of packets (in this case, $(22+23+180+35)/4=65$), showing the overall responsiveness of the connection.

1.2.3. Tracer www.cornell.edu



```
Command Prompt
C:\Users\user>tracert www.cornell.edu

Tracing route to part-0017.t-0009.t-msedge.net [13.107.213.45]
over a maximum of 30 hops:

  0  0 ms  0 ms  0 ms  superfast [192.168.2.1]
  1  17 ms  17 ms  16 ms  10.74.32.250
  2  19 ms  *      *      10.74.22.21
  3  22 ms  23 ms  23 ms  ae61-0.ier02.tlv30.ntwk.msn.net [104.44.36.229]
  4  26 ms  50 ms  22 ms  13.104.140.42
  5  *      *      *      Request timed out.
  6  27 ms  25 ms  23 ms  13.107.213.45

Trace complete.
```

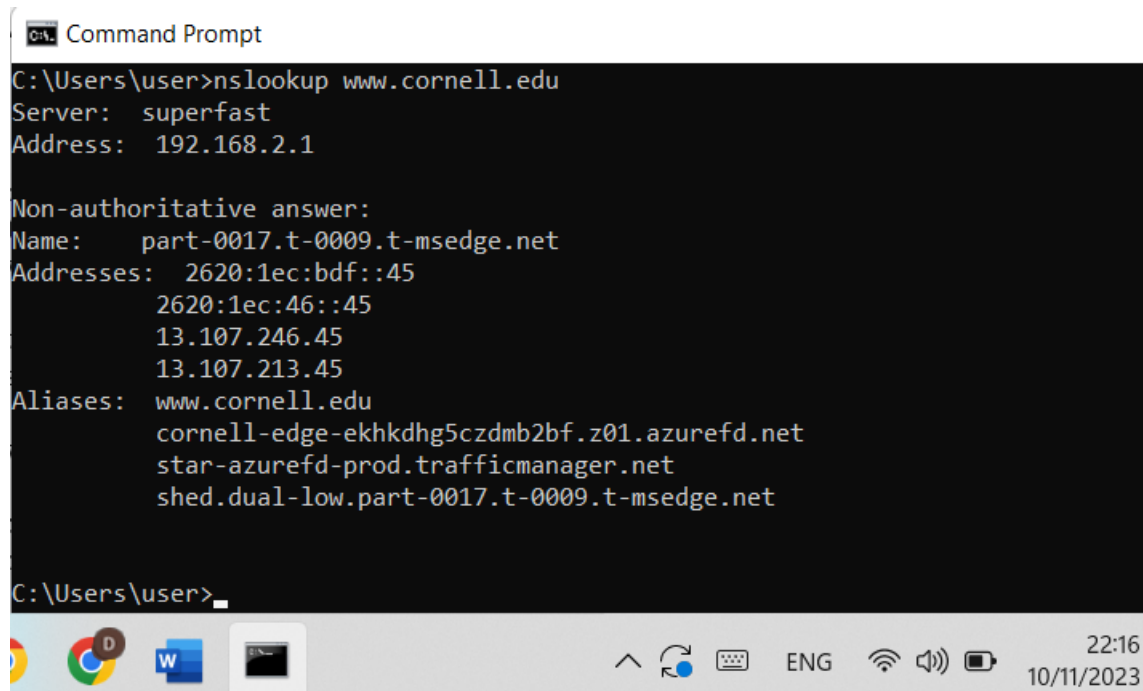
Figure 3: Tracer www.cornell.edu

The displayed output is the result of running the tracert command on a Windows system to trace the network route to "www.cornell.edu". It begins by showing the Windows version and then reveals the target destination as "pantheon-systems.map.fastly.net" with the IP address 13.107.213.45. The trace is allowed a maximum of 30 hops.

Each line in the output represents a step, or hop, toward the destination. It includes the hop number, the response time in milliseconds, and the IP address of the network device or router at that step. The journey starts with the first hop having an IP address of 192.168.2.1. As the trace progresses, it shows different IP addresses and corresponding response times for each hop. The final line, "Trace complete," indicates a successful trace to the destination.

This tracert output is valuable for understanding the network path taken to reach "www.cornell.edu" providing details like intermediate router IP addresses and response times at each step. It's useful for troubleshooting connectivity issues, identifying latency or performance problems, and gaining insights into the network infrastructure involved in reaching the destination.

1.2.4. Nslookup www.cornell.edu



```
Command Prompt
C:\Users\user>nslookup www.cornell.edu
Server:      superfast
Address:     192.168.2.1

Non-authoritative answer:
Name:   part-0017.t-0009.t-msedge.net
Addresses:  2620:1ec:bdf::45
            2620:1ec:46::45
            13.107.246.45
            13.107.213.45
Aliases:  www.cornell.edu
          cornell-edge-ekhkdhg5czdmb2bf.z01.azurefd.net
          star-azurefd-prod.trafficmanager.net
          shed.dual-low.part-0017.t-0009.t-msedge.net

C:\Users\user>
```

Figure 4: Nslookup www.cornell.edu

The provided output is the result of running the nslookup command on a Windows system to find the IP address of www.cornell.edu , The command was executed using a DNS server named "superfast" with the IP address 192.168.2.1.

In the non-authoritative answer section, the output reveals that "www.cornell.edu " has an alias named "part-0017.t-0009.t-msedge.net." It provides both IPv6 and IPv4 addresses associated with this alias: 2620:1ec:bdf::45, 2620:1ec:46::45, 13.107.246.45, and 13.107.213.45. Additionally, the output lists aliases for "www.cornell.edu " including "cornell-edge-ekhkdhg5czdmb2bf.z01.azurefd.net" and "star-azurefd-prod.trafficmanager.net." The final line indicates that the alias "www.cornell.edu" is associated with the server "shed.dual-low.part-0017.t-0009.t-msedge.net."

the output provides information about the IP addresses and aliases associated with the domain "www.cornell.edu" and the DNS server used for the lookup.

1.3. wireshark to capture some DNS messages.

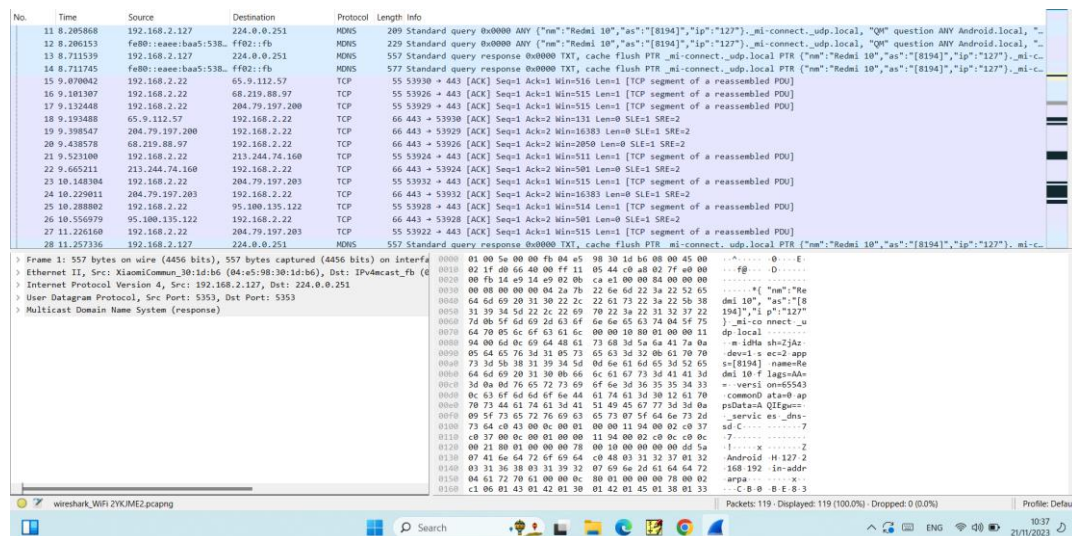
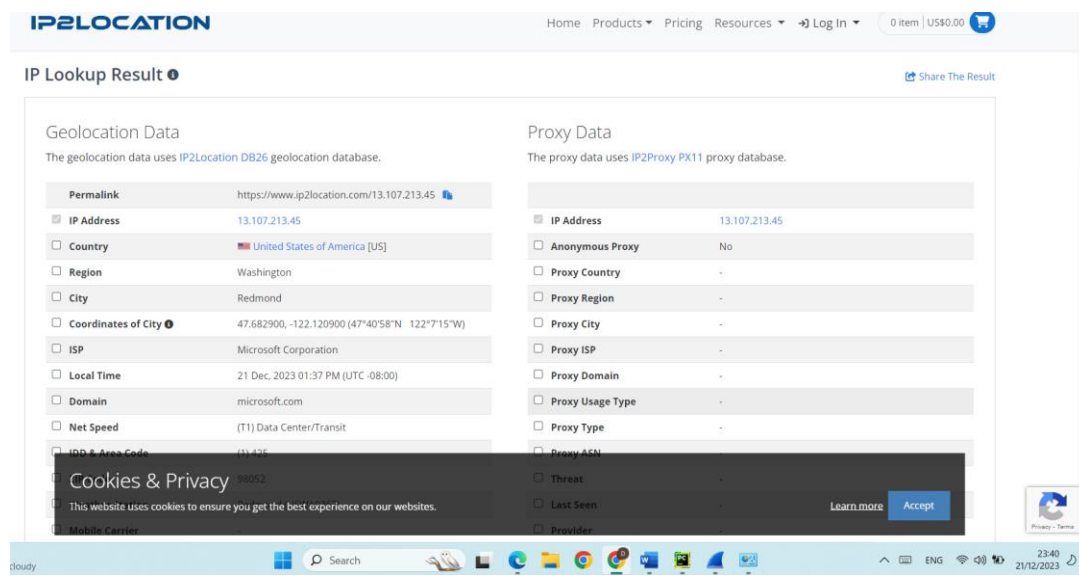


Figure 5:wireshark

This picture shows Wireshark, a tool that looks at the information on a network.

It shows how devices communicate using different methods like TCP , UDP , and DNS .

and Where Devices Are and How They're Connected can find IP addresses assigned to each device on the network. It also shows which entry ports .



The information obtained from the ping response typically includes the time it took for the data to travel from source to destination and back. The IP address is specified as belonging to a range assigned to the United States of America, which indicates that the server or device may be located in the United States.

Part 2:

2.1. Required :

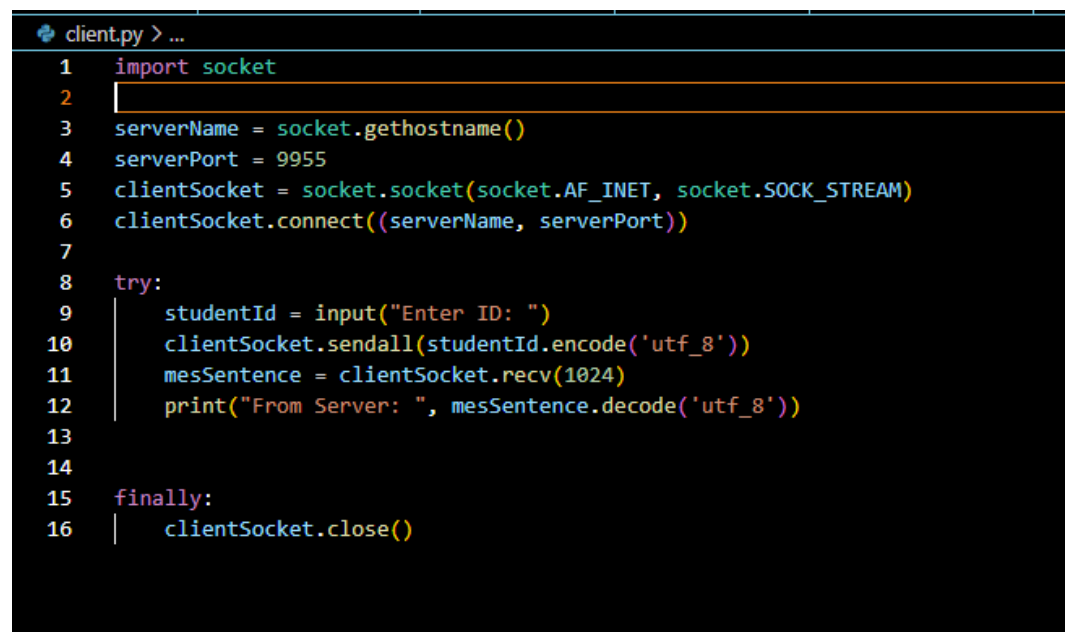
Using socket programming, implement TCP client and server applications in python. The server should listen on port 9955. The client send a message to server . The message should contain one of the students ID. The server should do the following:

- display a message on the server side that the OS will lock screen after 10 seconds
- send a message to the client that the sever will lock screen after 10 seconds
- then wait 10 seconds
- then call a function lock the screen of the operating system

2.2. Run the program using TCP client and server :

Transmission Control Protocol is a basic standard that defines the rules of the internet. provides reliable because there is Three-way handshake , byte stream-oriented , and is a connection between client and server , and is a common protocol used to transport data in digital network communications.

Client code in TCP:



```
client.py > ...
1  import socket
2
3  serverName = socket.gethostname()
4  serverPort = 9955
5  clientSocket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
6  clientSocket.connect((serverName, serverPort))
7
8  try:
9      studentId = input("Enter ID: ")
10     clientSocket.sendall(studentId.encode('utf_8'))
11     mesSentence = clientSocket.recv(1024)
12     print("From Server: ", mesSentence.decode('utf_8'))
13
14
15 finally:
16     clientSocket.close()
```

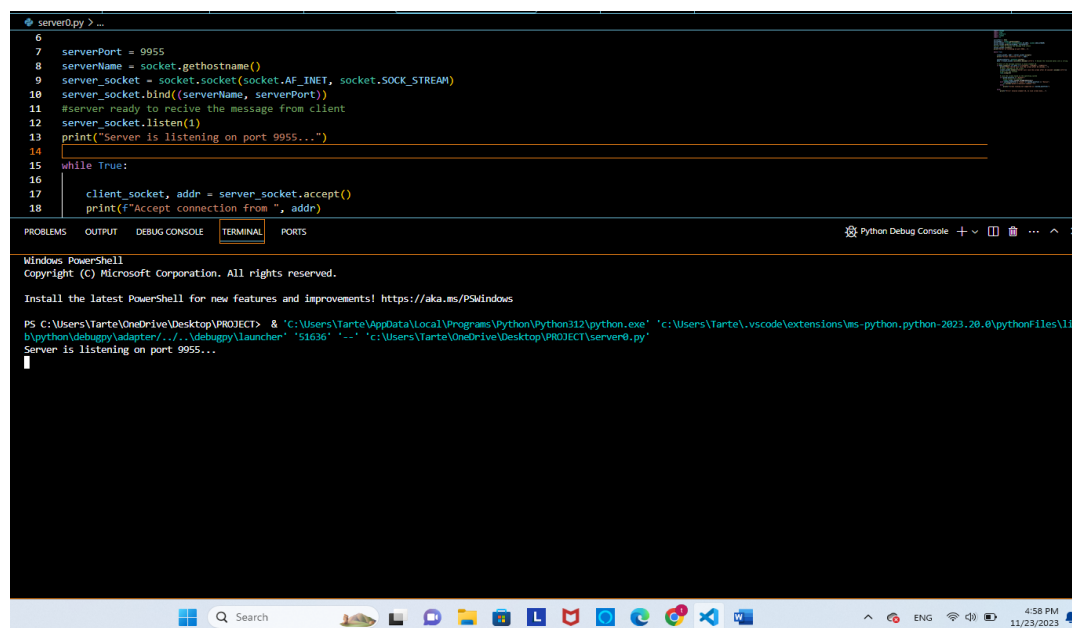
Figure 6:Client Code TCP

Server code in TCP:

```
server0.py > ...
6
7 serverPort = 9955
8 serverName = socket.gethostname()
9 server_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
10 server_socket.bind((serverName, serverPort))
11 #server ready to receive the message from client
12 server_socket.listen(1)
13 print("Server is listening on port 9955...")
14
15 while True:
16
17     client_socket, addr = server_socket.accept()
18     print(f"Accept connection from ", addr)
19
20     system_platform = platform.system()
21     data = client_socket.recv(1024).decode('utf-8') # Decode the received bytes into a string
22
23     # Check if the message contains a valid student ID
24     if data.isdigit() and data in ["1222670", "1201001", "1200737"]:
25         print(f"That the OS will lock the screen after 10 seconds...")
26         # Send a message to the client
27         client_socket.sendall("Server will lock the screen after 10 seconds".encode('utf-8'))
28         # Wait for ten seconds
29         time.sleep(10)
30
31         # Lock the screen based on the operating system
32         if system_platform == "Windows":
33             #lock screen for windows
34             ctypes.windll.user32.LockWorkStation()
35         elif system_platform == "Linux" or system_platform == "Darwin":
36             os.system("gnome-screensaver-command -l")
37         else:
38             print(f"Screen locking not supported on {system_platform}")
39
40     else:
41         print(f"Error! Invalid student ID, no lock screen done...")
```

Figure 7:Server Code TCP

2.2.1 When we run the server, the server should listen on port 9955:



```
server0.py > ...
6
7 serverPort = 9955
8 serverName = socket.gethostname()
9 server_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
10 server_socket.bind((serverName, serverPort))
11 #server ready to receive the message from client
12 server_socket.listen(1)
13 print("Server is listening on port 9955...")
14
15 while True:
16
17     client_socket, addr = server_socket.accept()
18     print(f"Accept connection from ", addr)
19
20     system_platform = platform.system()
21     data = client_socket.recv(1024).decode('utf-8') # Decode the received bytes into a string
22
23     # Check if the message contains a valid student ID
24     if data.isdigit() and data in ["1222670", "1201001", "1200737"]:
25         print(f"That the OS will lock the screen after 10 seconds...")
26         # Send a message to the client
27         client_socket.sendall("Server will lock the screen after 10 seconds".encode('utf-8'))
28         # Wait for ten seconds
29         time.sleep(10)
30
31         # Lock the screen based on the operating system
32         if system_platform == "Windows":
33             #lock screen for windows
34             ctypes.windll.user32.LockWorkStation()
35         elif system_platform == "Linux" or system_platform == "Darwin":
36             os.system("gnome-screensaver-command -l")
37         else:
38             print(f"Screen locking not supported on {system_platform}")
39
40     else:
41         print(f"Error! Invalid student ID, no lock screen done...")
```

Windows PowerShell
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Install the latest PowerShell for new features and improvements! <https://aka.ms/PSWindows>
PS C:\Users\Tarte\OneDrive\Desktop\PROJECT> & 'C:\Users\Tarte\AppData\Local\Programs\Python\Python312\python.exe' 'c:\Users\Tarte\.vscode\extensions\ms-python.python-2023.20.0\pythonFiles\lib\python\debugpy\adapter\..\..\debugpy\launcher' '51636' '--' 'c:\Users\Tarte\OneDrive\Desktop\PROJECT\server0.py'
Server is listening on port 9955...

Figure 8:server listen on port 9955

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

Windows PowerShell
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PS C:\Users\Tarte\OneDrive\Desktop\PROJECT> & 'C:\Users\Tarte\AppData\Local\Programs\Python\Python312\python.exe' 'c:\Users\Tarte\AppData\Local\Programs\Python\Python312\python\debugpy\adapter\..\..\debugpy\launcher' '51636' '--' 'c:\Users\Tarte\OneDrive\Desktop\PROJECT\client.py'
Server is listening on port 9955...
█
```

2.2.2 Then the client send a message to server contain one of the students ID:

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

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PS C:\Users\Tarte\OneDrive\Desktop\PROJECT> & 'C:\Users\Tarte\AppData\Local\Programs\Python\Python312\python.exe' 'c:\Users\Tarte\AppData\Local\Programs\Python\Python312\python\debugpy\adapter\..\..\debugpy\launcher' '51699' '--' 'c:\Users\Tarte\OneDrive\Desktop\PROJECT\client.py'
Enter ID: 1222678█
```

Figure 9: client send a message to server

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

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PS C:\Users\Tarte\OneDrive\Desktop\PROJECT> & 'C:\Users\Tarte\AppData\Local\Programs\Python\Python312\python.exe' 'c:\Users\Tarte\AppData\Local\Programs\Python\Python312\python\debugpy\adapter\..\..\debugpy\launcher' '51699' '--' 'c:\Users\Tarte\OneDrive\Desktop\PROJECT\client.py'
Enter ID: 1222678█
```

2.2.3 Display a message on the server side that the OS will lock screen after 10 seconds:

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS

Windows PowerShell
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PS C:\Users\Tarte\OneDrive\Desktop\PROJECT> & 'C:\Users\Tarte\AppData\Local\Programs\Python\Python3.10\pythonFiles\lib\python\debugpy\adapter\..\..\debugpy\launcher' '51693' '--' 'c:\Users\Tarte\OneDrive\Desktop\PROJECT'
Server is listening on port 9955...
Accept connection from ('192.168.1.69', 51702)
That the OS will lock the screen after 10 seconds...
```

Figure 10:display a message on the server

2.2.4 The server send a message to client to lock the screen after 10 seconds:

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS

Windows PowerShell
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Install the latest PowerShell for new features and improvements! https://aka.ms/PSWindows

PS C:\Users\Tarte\OneDrive\Desktop\PROJECT> & 'C:\Users\Tarte\AppData\Local\Programs\Python\Python3.10\pythonFiles\lib\python\debugpy\adapter\..\..\debugpy\launcher' '51699' '--' 'c:\Users\Tarte\OneDrive\Desktop\PROJECT'
Enter ID: 1222670
From Server: Server will lock the screen after 10 seconds
PS C:\Users\Tarte\OneDrive\Desktop\PROJECT> █
```

Figure 11:server send a message to client

2.2.5 After waiting 10 seconds the screen will locked:

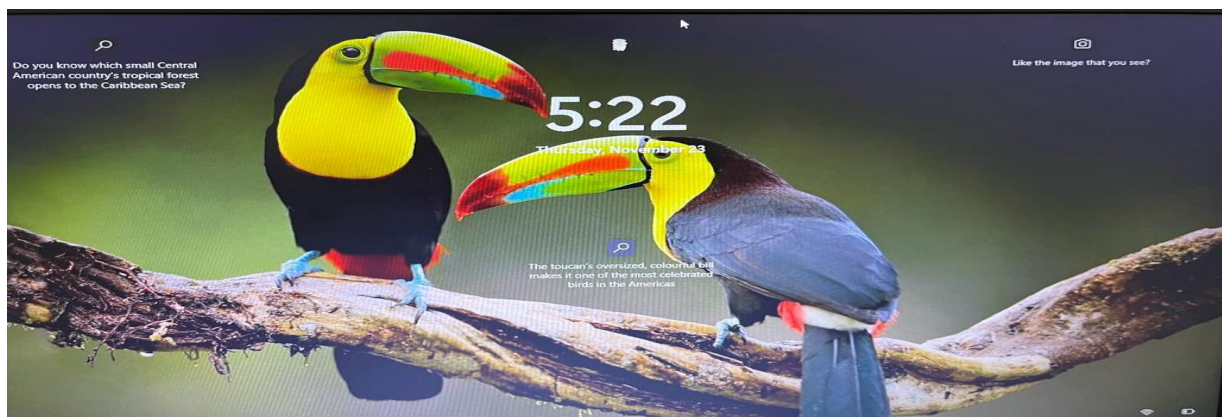


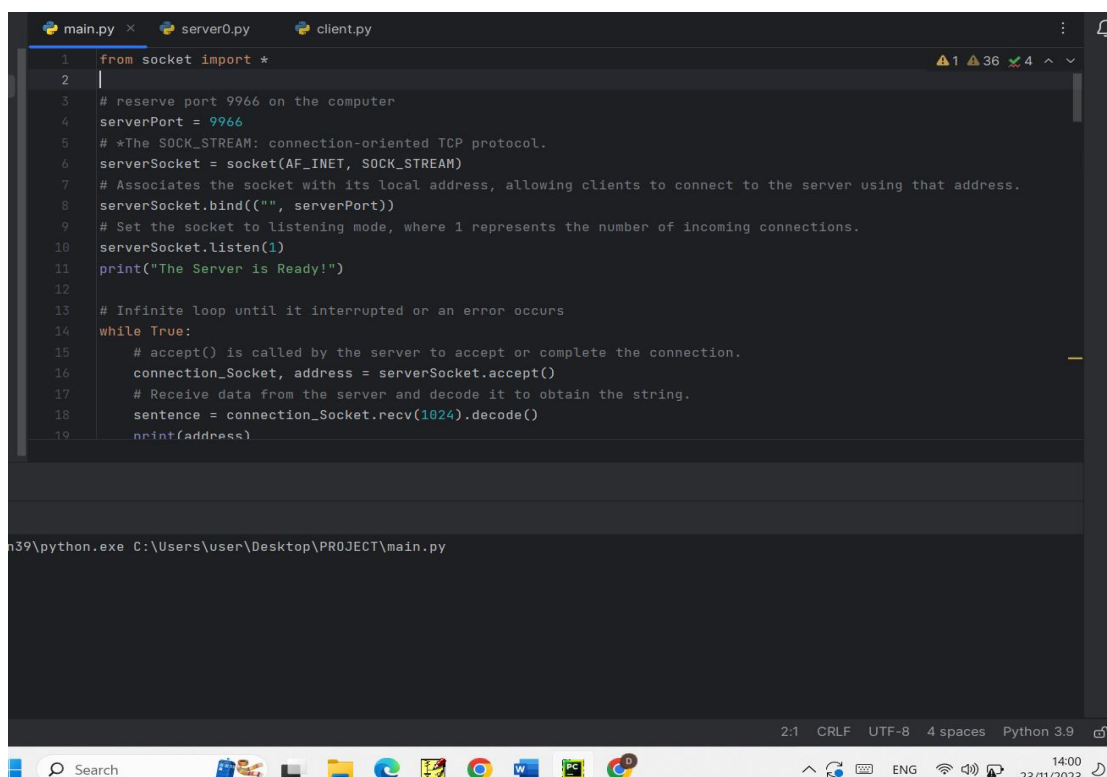
Figure 12:screen locked

Part 3:

In this part, we used socket programming to create a complete web server on port 9966 using the Python programming language, as well as HTML, CSS.

First, we defined a server port which is 9955, then we created a socket instance and pass it two parameters, the first one is AF_INET which means to use IPv4 protocol, and the second one is SOCK_STREAM which means connection-oriented TCP protocol. As shown in figure .

After creating the socket, we associated it with its local address, allowing clients to connect to the server using that address using bind(). Then we put the socket into listening mode to make it ready for the requests.

The image shows a screenshot of a code editor with three tabs: 'main.py', 'server0.py', and 'client.py'. The 'main.py' tab is active and contains the following Python code:

```
1 from socket import *
2
3 # reserve port 9966 on the computer
4 serverPort = 9966
5 # *The SOCK_STREAM: connection-oriented TCP protocol.
6 serverSocket = socket(AF_INET, SOCK_STREAM)
7 # Associates the socket with its local address, allowing clients to connect to the server using that address.
8 serverSocket.bind(("", serverPort))
9 # Set the socket to listening mode, where 1 represents the number of incoming connections.
10 serverSocket.listen(1)
11 print("The Server is Ready!")
12
13 # Infinite loop until it interrupted or an error occurs
14 while True:
15     # accept() is called by the server to accept or complete the connection.
16     connection_Socket, address = serverSocket.accept()
17     # Receive data from the server and decode it to obtain the string.
18     sentence = connection_Socket.recv(1024).decode()
19     print(address)
```

Below the code editor, a terminal window shows the command: `python.exe C:\Users\user\Desktop\PROJECT\main.py`. The Windows taskbar at the bottom shows the time as 14:00 on 23/11/2023.

Figure 13:create the socket

The server will accept and complete the connection by using accept(). Then we will receive the http request from the server and decode it to store it in the “sentence” variable. We will get the request by splitting “sentence” and taking what is after GET /... As shown in figure below.


```
13 # Infinite loop until it interrupted or an error occurs
14 while True:
15     # accept() is called by the server to accept or complete the connection.
16     connection_Socket, address = serverSocket.accept()
17     # Receive data from the server and decode it to obtain the string.
18     sentence = connection_Socket.recv(1024).decode()
19     print(address)
20     print(sentence)
21     ip = address[0]
22     port = address[1]
23     words = sentence.split()
24
25     if len(words) >= 2:
26         request = words[1]
27         request = request.lower()
28         request = request.lstrip('/')
29
30         if request == '/' or request == 'main_en.html' or request == 'en':
31             # Send the response status to the client after encoding it to the byte type
```

python.exe C:\Users\user\Desktop\PROJECT\main.py

11:30 CRLF UTF-8 4 spaces Python 3.9

Search

14:03 23/11/2023

Figure 14:Accept and complete the connection

3.1. Request the Main Html File

If the request is / or /index.html or /main_en.html or / en then the server should send main_en.html file. If the request is / or main_ar.html then the main html file will be sent to the client. To send the html file, the server will first open that file then read it. Then it will send the header which contains of the encoded response status. Finally, the server will send the encoded file that it read previously. As shown in figure below.

```
if request == '/' or request == 'main_en.html' or request == 'en':
    # Send the response status to the client after encoding it to the byte type
    connection_Socket.send("HTTP/1.1 200 OK\r\n".encode())
    # send the type of the file after encoding it to the byte type
    connection_Socket.send("Content-Type: text/html \r\n".encode())
    # send CRLF(new line) to the client after encoding it to the byte type
    connection_Socket.send("\r\n".encode())
    # send the requested file that we read before to the client
    with open("main_en.html", "rb") as webPage_:
        connection_Socket.send(webPage_.read())
```

C:\Users\user\Desktop\PROJECT\main.py

11:30 CRLF UTF-8 4 spaces Python 3.9

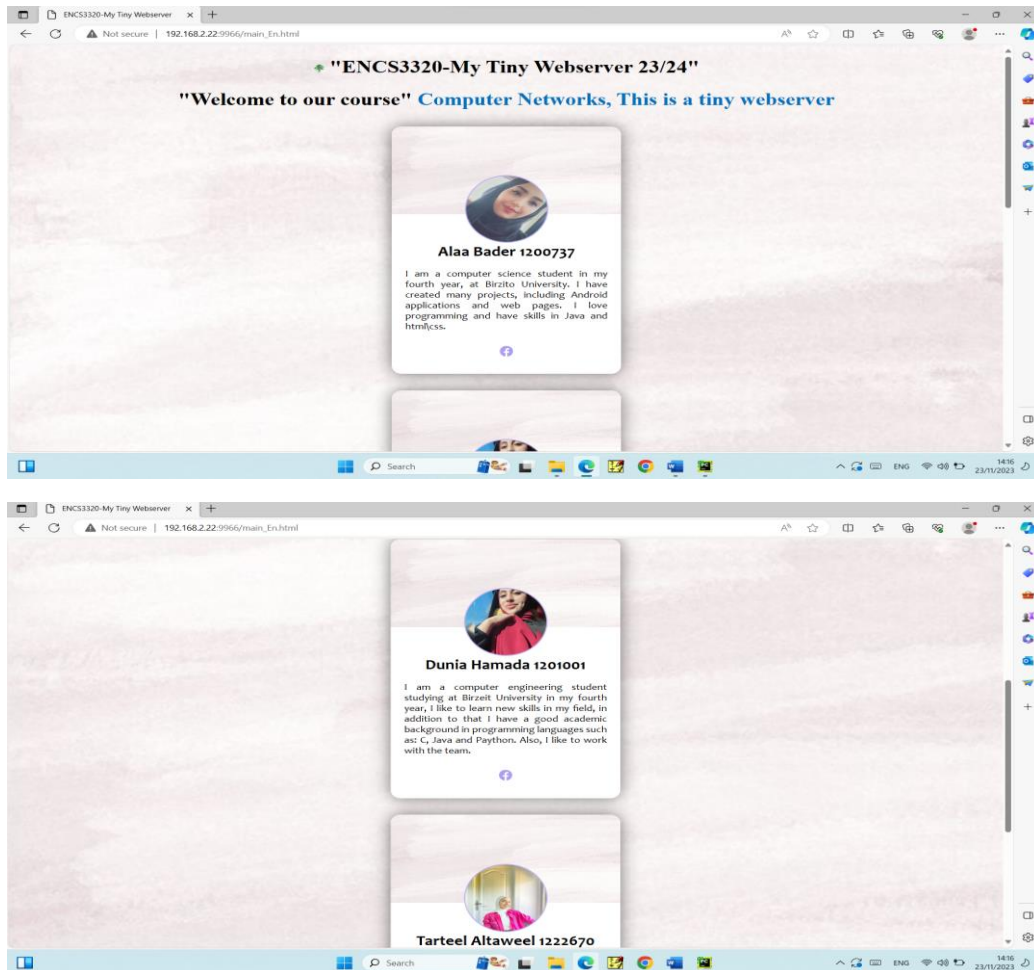
14:06 23/11/2023

Figure 15: Request the main html file

```
Run main x main x
C:\Users\user\AppData\Local\Programs\Python\Python39\python.exe C:\Users\user\Desktop\PROJECT\main.py
The Server is Ready!
('192.168.2.22', 53310)
GET /main_En.html HTTP/1.1
Host: 192.168.2.22:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/119.0.0.0 Safari/537.36 Edg/119.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: en-GB,en;q=0.9,en-US;q=0.8
```

Figure 16:Response of local html file

- The local HTML file:



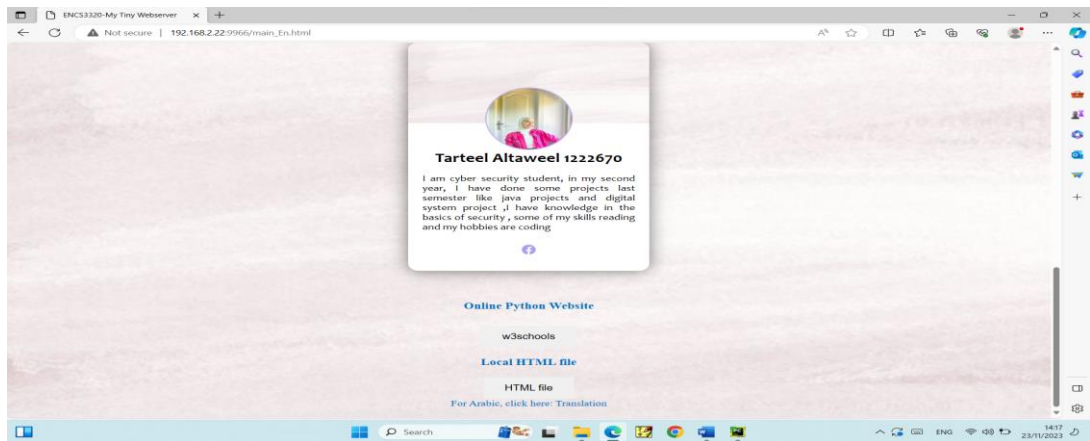


Figure 17:main_en.html

3.2. Request Arabic version of main_ar.html

If the request is ar or main_ar.html file, then the server will send the **main_ar.html** file by doing the same as the previous steps.

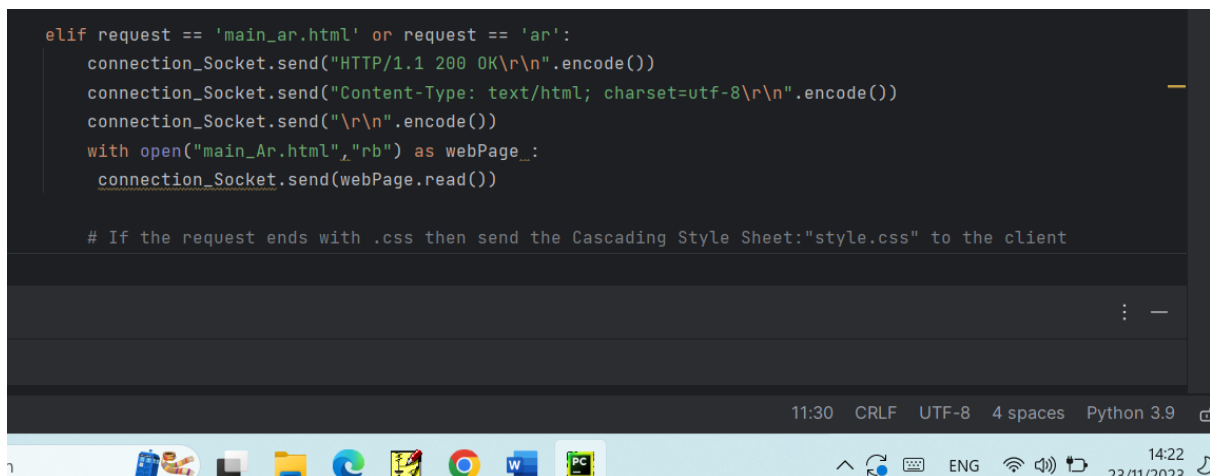


Figure 18:Request Arabic version of main_ar.html

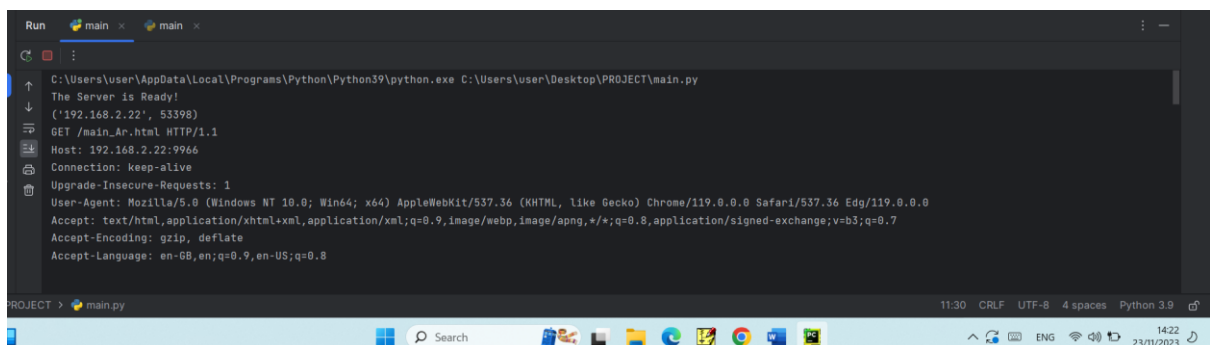
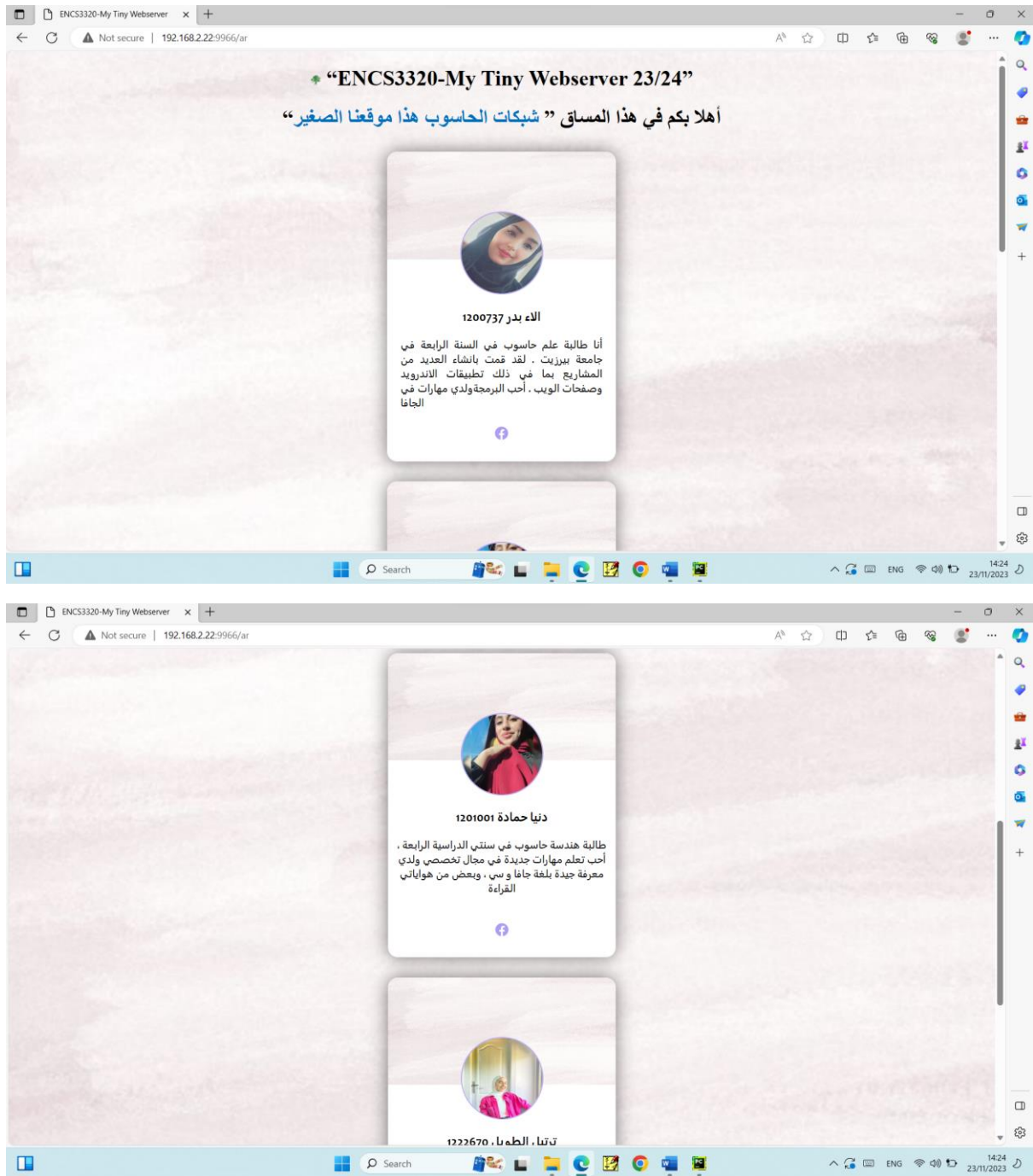


Figure 19:Response of main_ar.html

The main_ar.html:



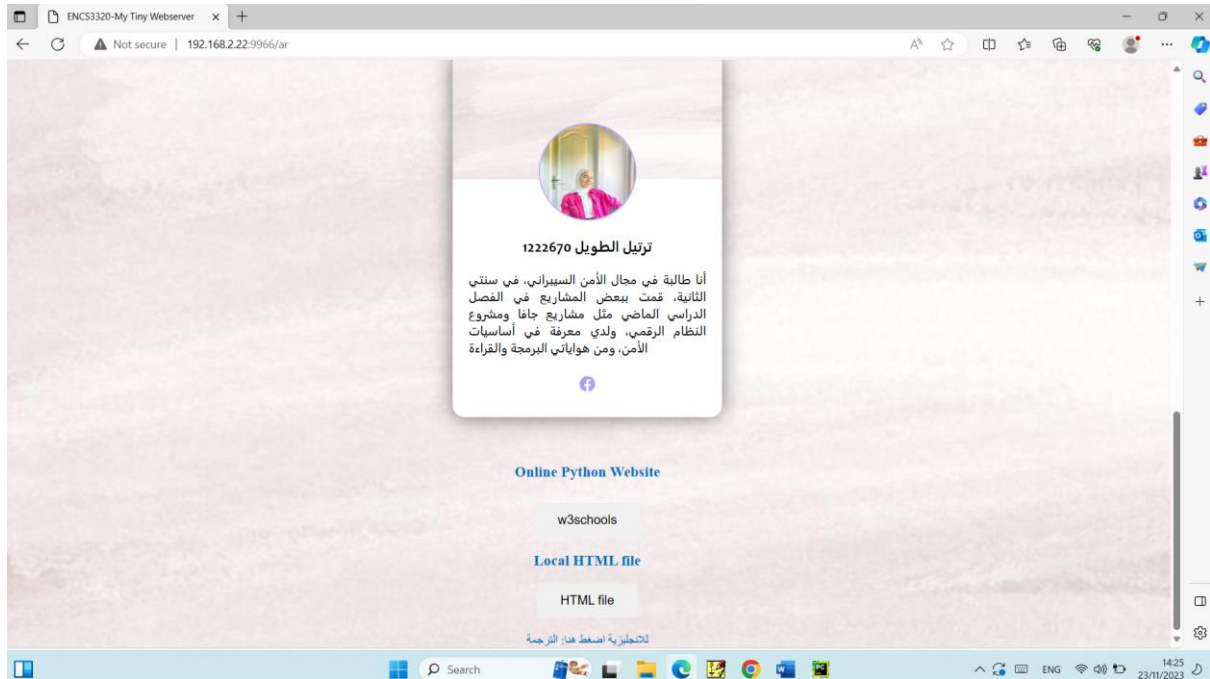


Figure 20: main_ar.html

3.3. Request the html file

If the request is /html then the main html file will be sent to the client. To send the html file, the server will first open that file then read it. Then it will send the header which contains of the encoded response status (which is OK), the encoded content type, and the encoded CRLF. Finally, the server will send the encoded file that it read previously.

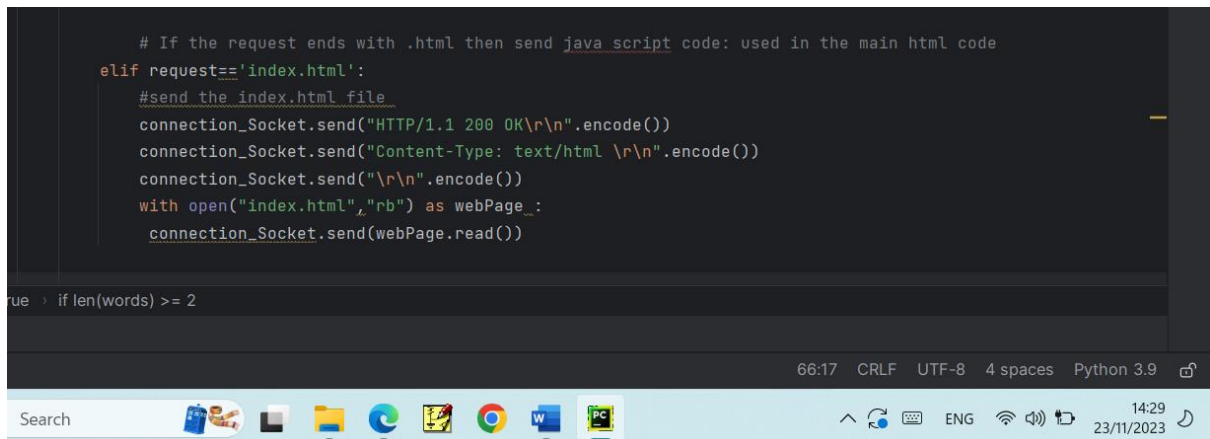


Figure 21: Request .html file

```
(192.168.2.22', 55287)
GET /index.html HTTP/1.1
Host: 192.168.2.22:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/119.0.0.0 Safari/537.36 Edg/119.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: en-GB,en;q=0.9,en-US;q=0.8
```

Figure 22:Response of .html file

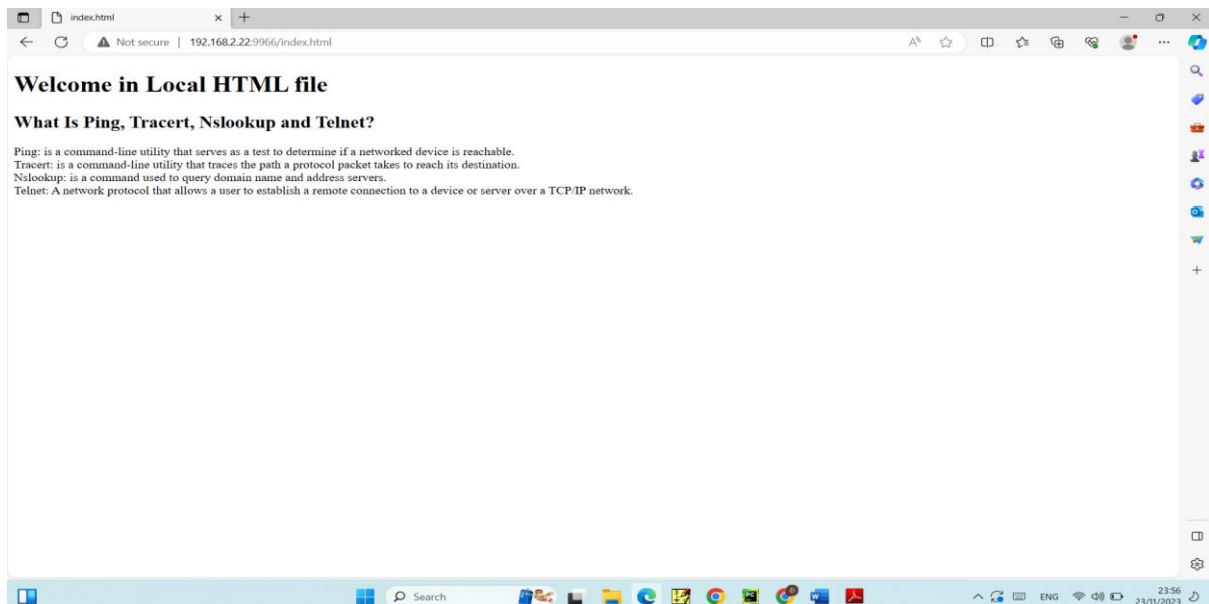


Figure 23:index.html

3.4. Request the CSS file

If the request is a CSS file, then the server will send the “style.css” file by doing the same as the previous steps, but changing the type of content to text/CSS.

```
connection_socket.send(webPage.read())

# If the request ends with .css then send the Cascading Style Sheet:"style.css" to the client
elif request== 'style.css' or request=='.css':
    #send the style.css file
    connection_socket.send("HTTP/1.1 200 OK\r\n".encode())
    connection_socket.send("Content-Type: text/css \r\n".encode())
    connection_socket.send("\r\n".encode())
    with open("style.css","rb") as webPage_:
        connection_socket.send(webPage_.read())

# If the request ends with .css then send the Cascading Style Sheet:"style.css" to the client
```

Figure 24:Request the CSS file

```
('192.168.2.22', 53465)
GET /style.css HTTP/1.1
Host: 192.168.2.22:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/119.0.0.0 Safari/537.36 Edg/119.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b5;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: en-GB,en;q=0.9,en-US;q=0.8
```

Figure 25:Response of css file

```
.design {
  display: flex;
  flex-direction: column;
  align-items: center;
  padding: 20px 0;
}
a{
  text-decoration: none;
}
.bts {
  text-align: center;
  margin-bottom: 10px;
}
.cont{
  display: flex;
  flex-wrap: wrap;
}
.btn {
  background-image: linear-gradient(to top right, transparent 49%, #0070C0 49%, #0070C0 51%, transparent 51%);
  border: none;
  color: #0070C0;
  padding: 12px 30px;
  font-size: 16px;
  cursor: pointer;
  margin: 0 5px;
}
.btn:hover {
  background-color: #0070C0;
}
.Box {
  text-align: justify;
  /*width: 30%;
  */ Adjust the width as needed */
  display: flex;
  flex-wrap: wrap;
  padding: 0 10px;
  padding-bottom: 10px;
  margin: 10px auto;
}
body {
  margin: 0;
  padding: 0;
  min-height: 100vh;
  display: flex;
}
```

Figure 26:style.css

3.5. Request an image with JPG or PNG format

If the request is an image with JPG or PNG format, we will first see if that image is existed to send it. If not, to avoid any errors, we will send a specific image with the requested format.

request the .png

```
65
66
67 # If the request ends with .jpg then send image code to the client
68
69 elif request=='bzu.png' or request=='.png':
70     connection_Socket.send("HTTP/1.1 200 OK\r\n".encode())
71     connection_Socket.send("Content-Type: image/jpg \r\n".encode())
72     connection_Socket.send("\r\n".encode())
73     with open("bzu.png","rb") as webPage_:
74         connection_Socket.send(webPage_.read())
75
while True:
    if len(words) >= 2:
```

Figure 27:The request is a .png

```
C:\Users\user\AppData\Local\Programs\Python\Python39\python.exe C:\Users\user\Desktop\PROJECT\main.py
The Server is Ready!
('192.168.2.22', 53478)
GET /bzu.png HTTP/1.1
Host: 192.168.2.22:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/119.0.0.0 Safari/537.36 Edg/119.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: en-GB,en;q=0.9,en-US;q=0.8
```

Figure 28:Response .png

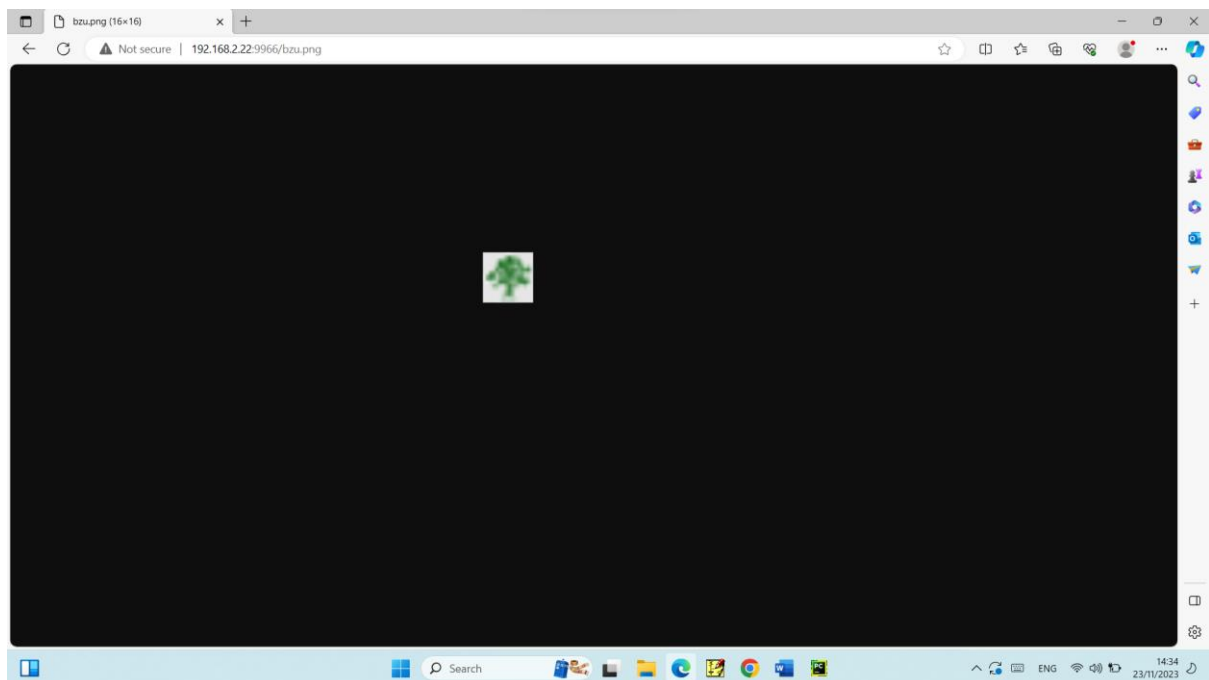


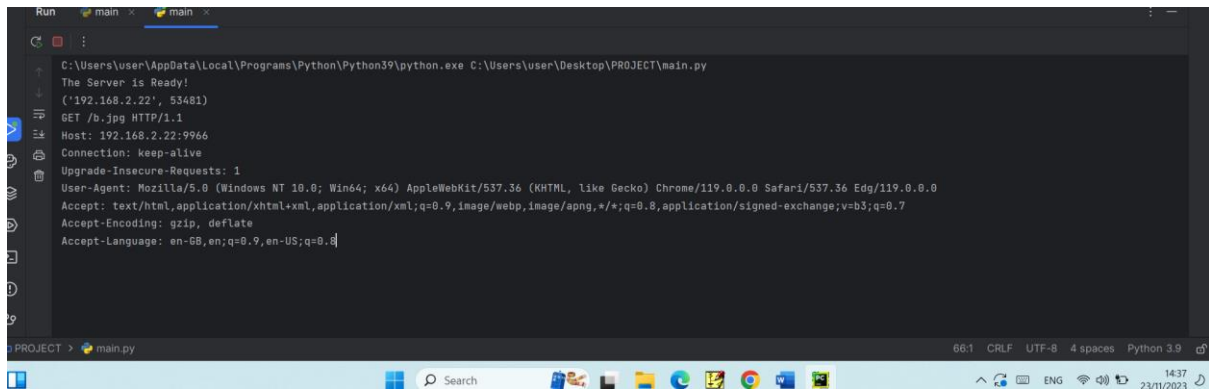
Figure 29:bzu.bng

request the .jpg

```
# If the request ends with .png then send image code to the client
elif request=='b.jpg' or request=='b.png':
    connection_Socket.send("HTTP/1.1 200 OK\r\n".encode())
    connection_Socket.send("Content-Type: image/png \r\n".encode())
    connection_Socket.send("\r\n".encode())
    with open("b.jpg","rb") as webPage__:
        connection_Socket.send(webPage__.read())

if len(words) >= 2:
    elif request=='bzu.png' or request=='bzu.jpg':
```

Figure 30:request the .jpg



```
Run main x main x
C:\Users\user\AppData\Local\Programs\Python\Python39\python.exe C:\Users\user\Desktop\PROJECT\main.py
The Server is Ready!
('192.168.2.22', 53481)
GET /b.jpg HTTP/1.1
Host: 192.168.2.22:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/119.0.0.0 Safari/537.36 Edg/119.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: en-GB,en;q=0.9,en-US;q=0.8
```

Figure 31:response .jpg

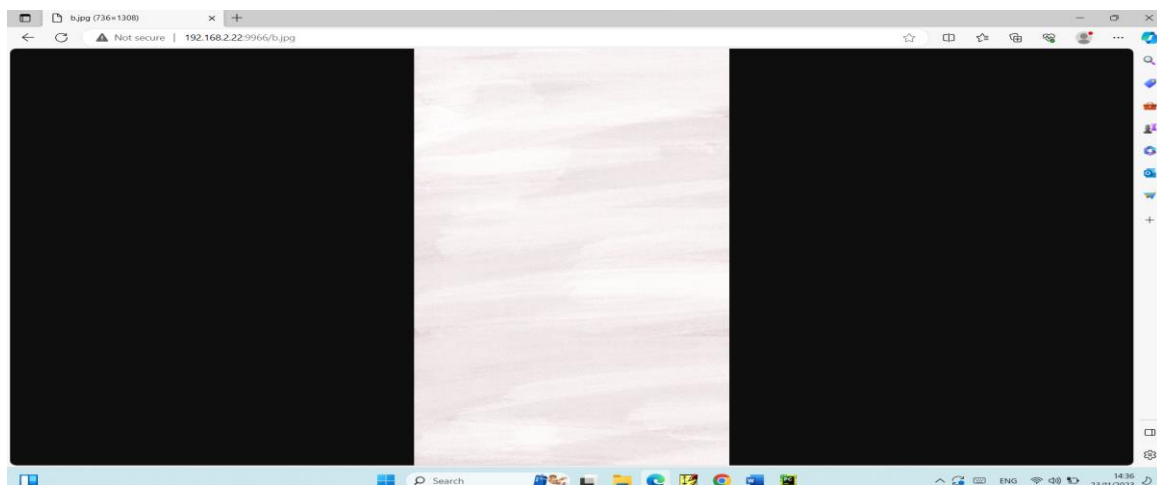
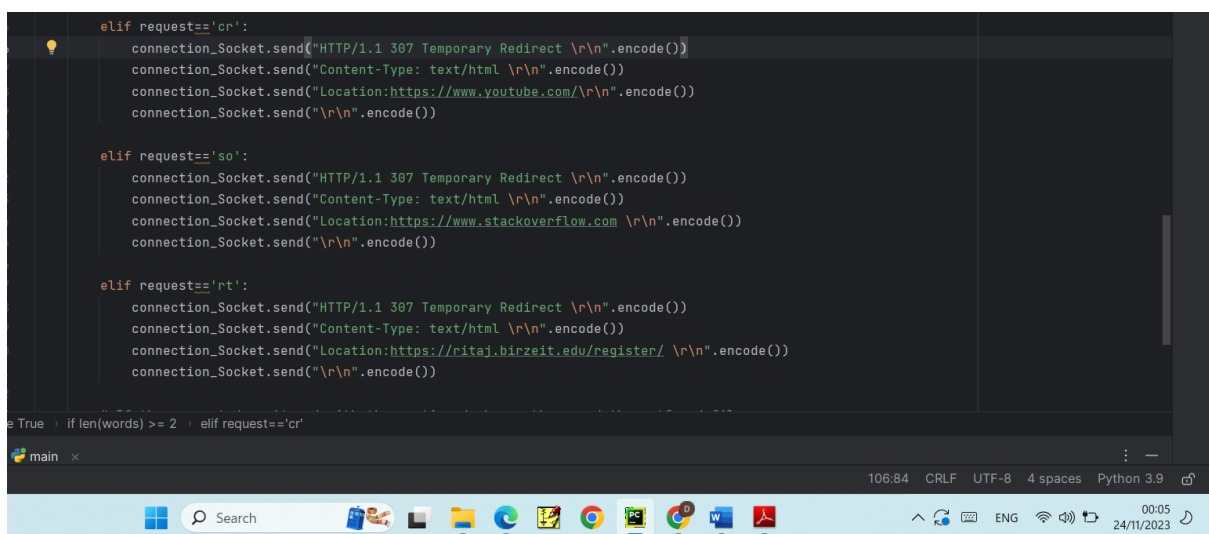


Figure 32:image.jpg

3.7. The status code 307 Temporary Redirect



```
elif request=='cr':
    connection_Socket.send("HTTP/1.1 307 Temporary Redirect \r\n".encode())
    connection_Socket.send("Content-Type: text/html \r\n".encode())
    connection_Socket.send("Location:https://www.youtube.com/\r\n".encode())
    connection_Socket.send("\r\n".encode())

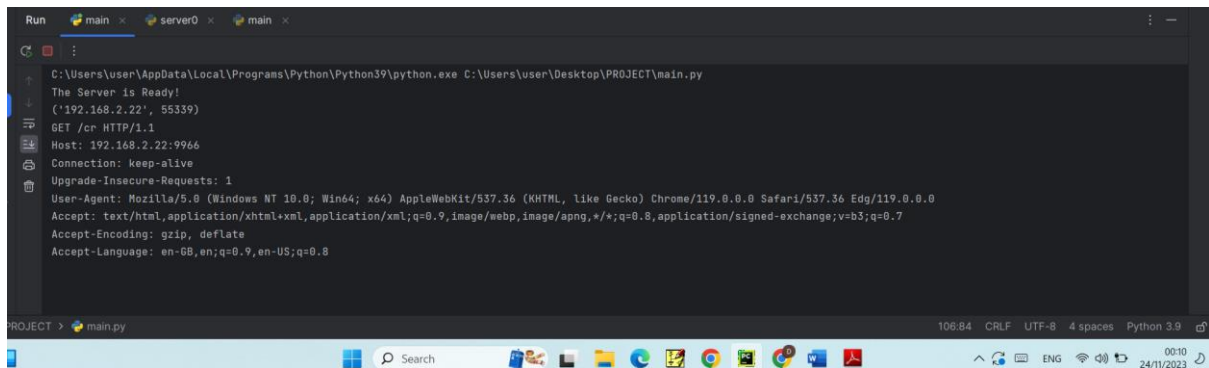
elif request=='so':
    connection_Socket.send("HTTP/1.1 307 Temporary Redirect \r\n".encode())
    connection_Socket.send("Content-Type: text/html \r\n".encode())
    connection_Socket.send("Location:https://www.stackoverflow.com \r\n".encode())
    connection_Socket.send("\r\n".encode())

elif request=='rt':
    connection_Socket.send("HTTP/1.1 307 Temporary Redirect \r\n".encode())
    connection_Socket.send("Content-Type: text/html \r\n".encode())
    connection_Socket.send("Location:https://ritaj.birzeit.edu/register/ \r\n".encode())
    connection_Socket.send("\r\n".encode())

if len(words) >= 2 : elif request=='cr'
```

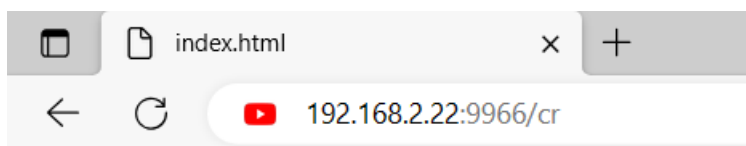
Figure 33:307 Temporary Redirect

A. If the request is /cr then redirect to cornell.edu website

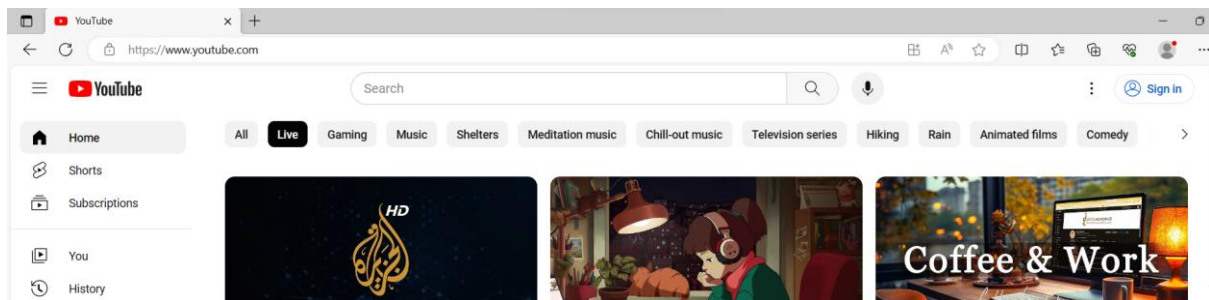


```
C:\Users\user\AppData\Local\Programs\Python\Python39\python.exe C:\Users\user\Desktop\PROJECT\main.py
The Server is Ready!
('192.168.2.22', 55339)
GET /cr HTTP/1.1
Host: 192.168.2.22:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/119.0.0.0 Safari/537.36 Edg/119.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: en-GB,en;q=0.9,en-US;q=0.8
```

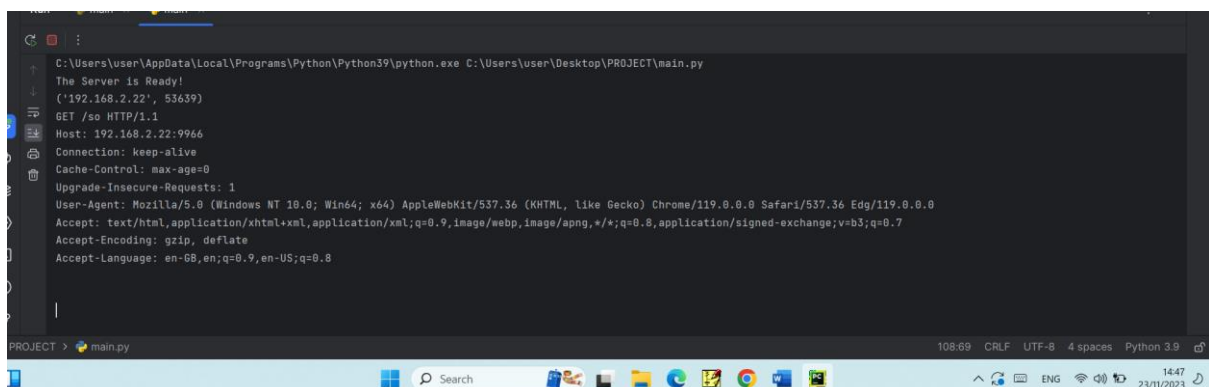
Figure 34:response /cr



Directly transmitted to you tube after sending.

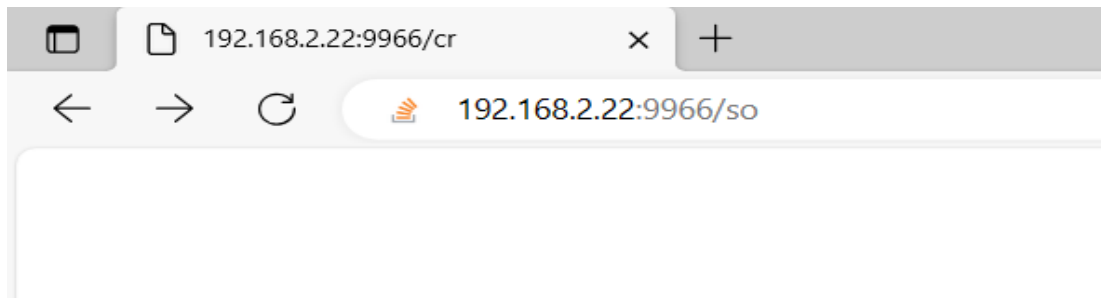


B.If the request is /so then redirect to stackoverflow.com website

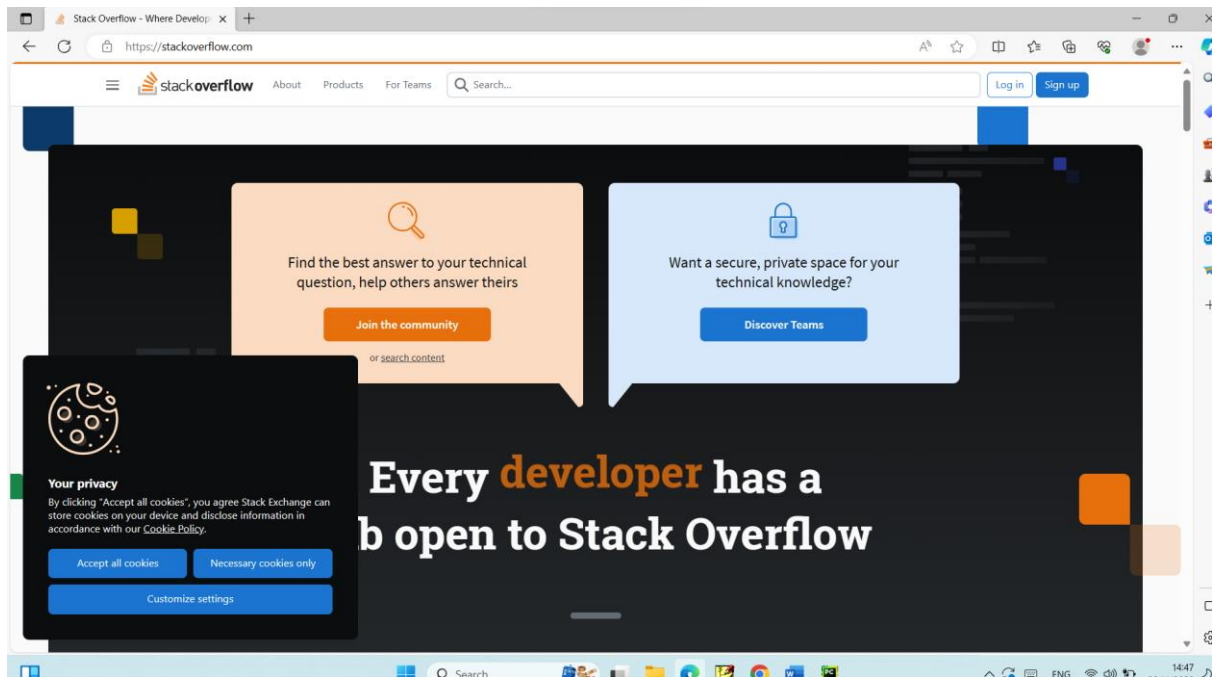


```
C:\Users\user\AppData\Local\Programs\Python\Python39\python.exe C:\Users\user\Desktop\PROJECT\main.py
The Server is Ready!
('192.168.2.22', 53639)
GET /so HTTP/1.1
Host: 192.168.2.22:9966
Connection: keep-alive
Cache-Control: max-age=0
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/119.0.0.0 Safari/537.36 Edg/119.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: en-GB,en;q=0.9,en-US;q=0.8
```

Figure 35:response /so



Directly transmitted to stack overflow after sending



C. If the request is /rt then redirect to ritaj website

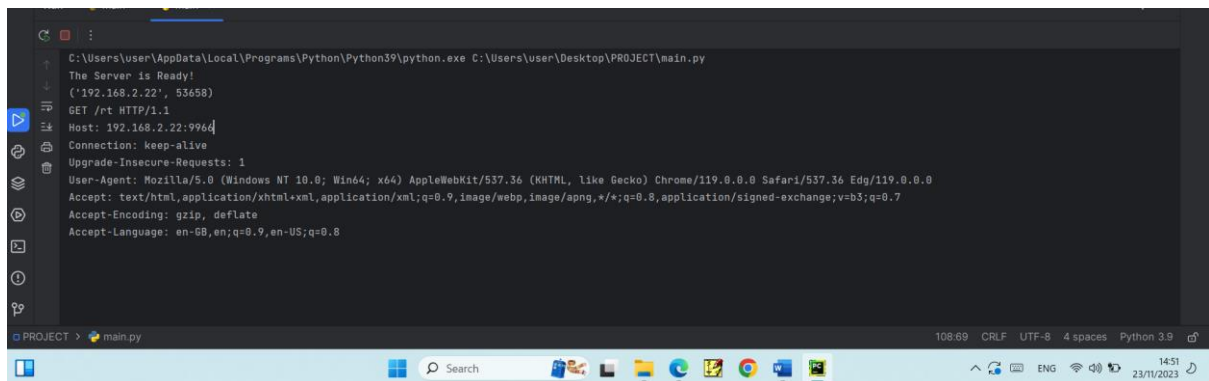
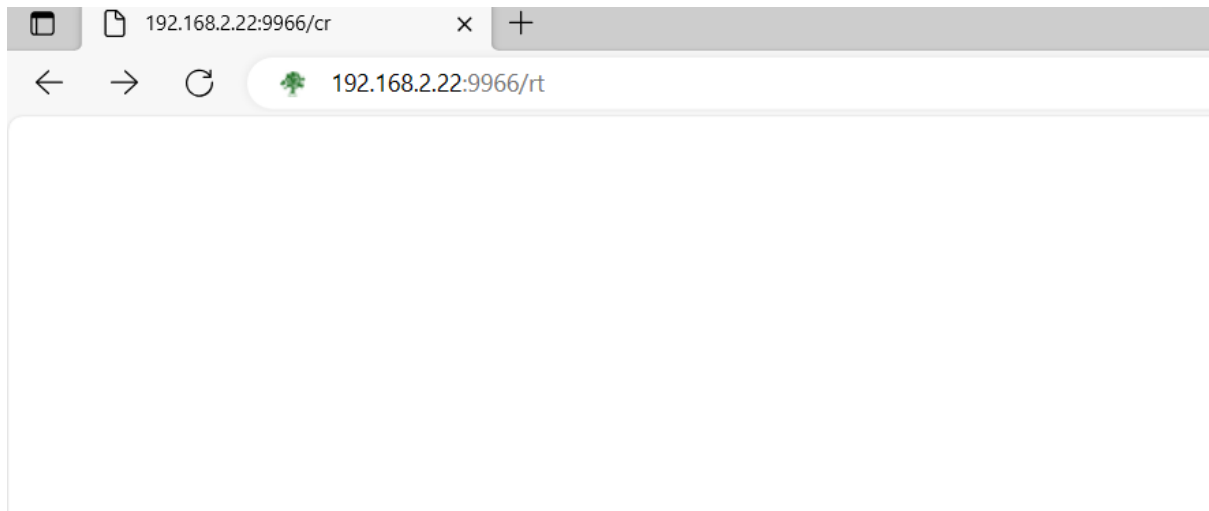


Figure 36:response /rt



Directly transmitted to Ritag website after sending



3.8. Wrong request

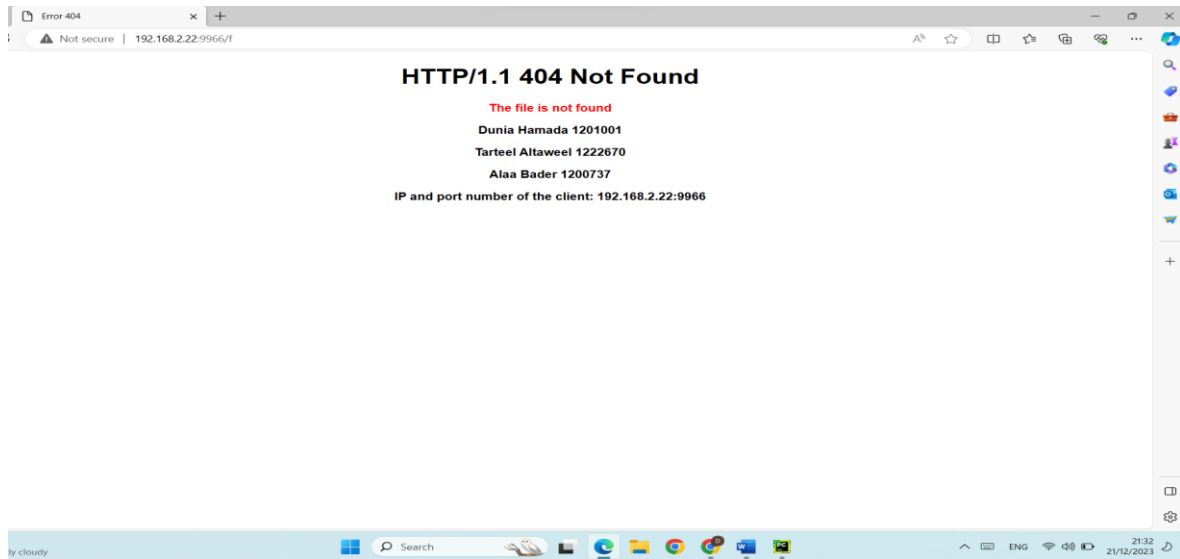


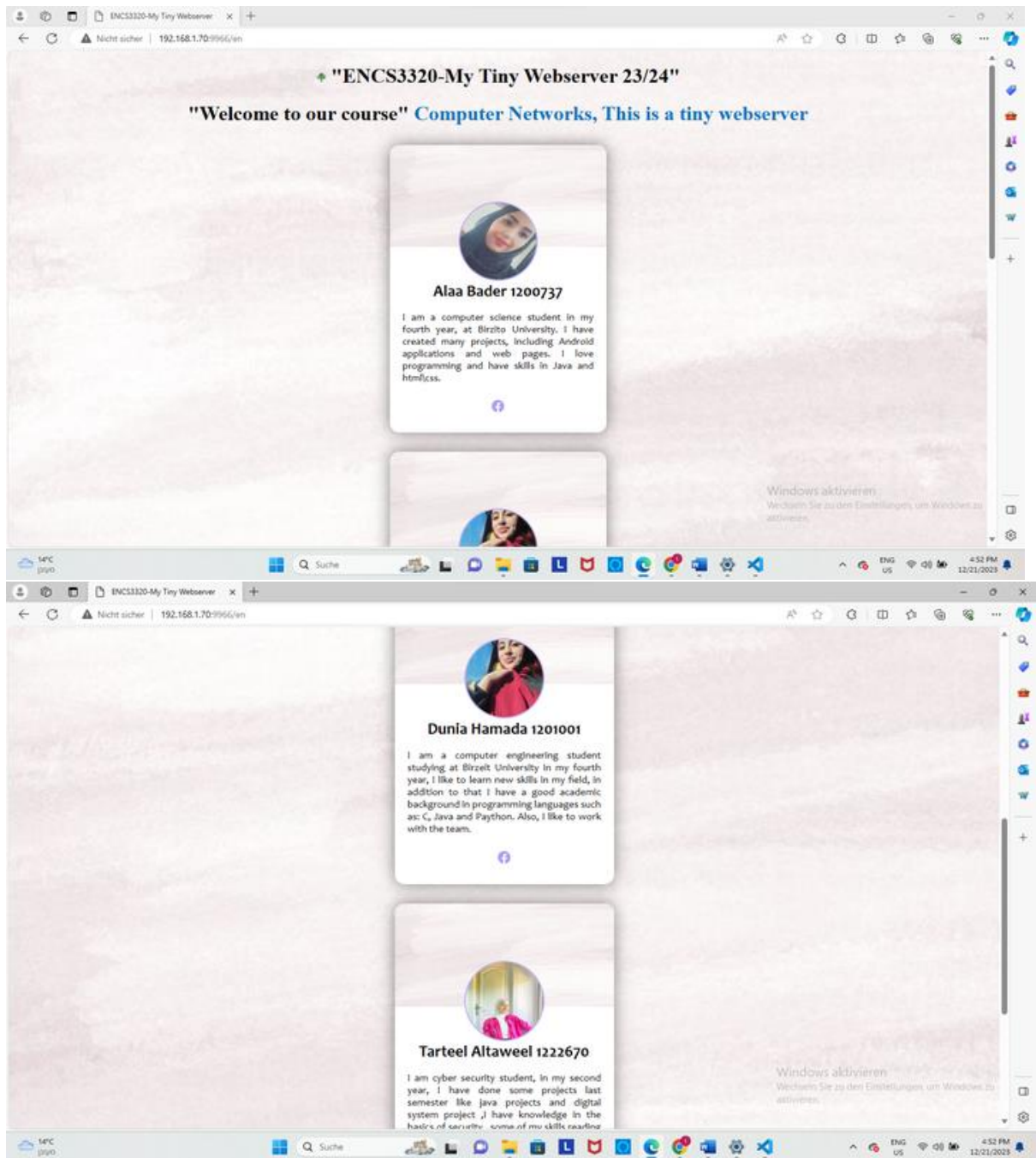
Figure 37: Wrong request

3.9. Screenshots of working with another device:

```
Referer: http://192.168.1.70:9966/en
Accept-Encoding: gzip, deflate
Accept-Language: de,de-DE;q=0.9,en;q=0.8,en-GB;q=0.7,en-US;q=0.6

('192.168.1.70', 54378)
GET /dunia.jpg HTTP/1.1
Host: 192.168.1.70:9966
Connection: keep-alive
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/120.0.0.0 Safari/537.36 Edg/120.0.0.0
Accept: image/webp,image/apng,image/svg+xml,image/*,*/*;q=0.8
Referer: http://192.168.1.70:9966/en
Accept-Encoding: gzip, deflate
Accept-Language: de,de-DE;q=0.9,en;q=0.8,en-GB;q=0.7,en-US;q=0.6
```

Figure 37: Response of local html file



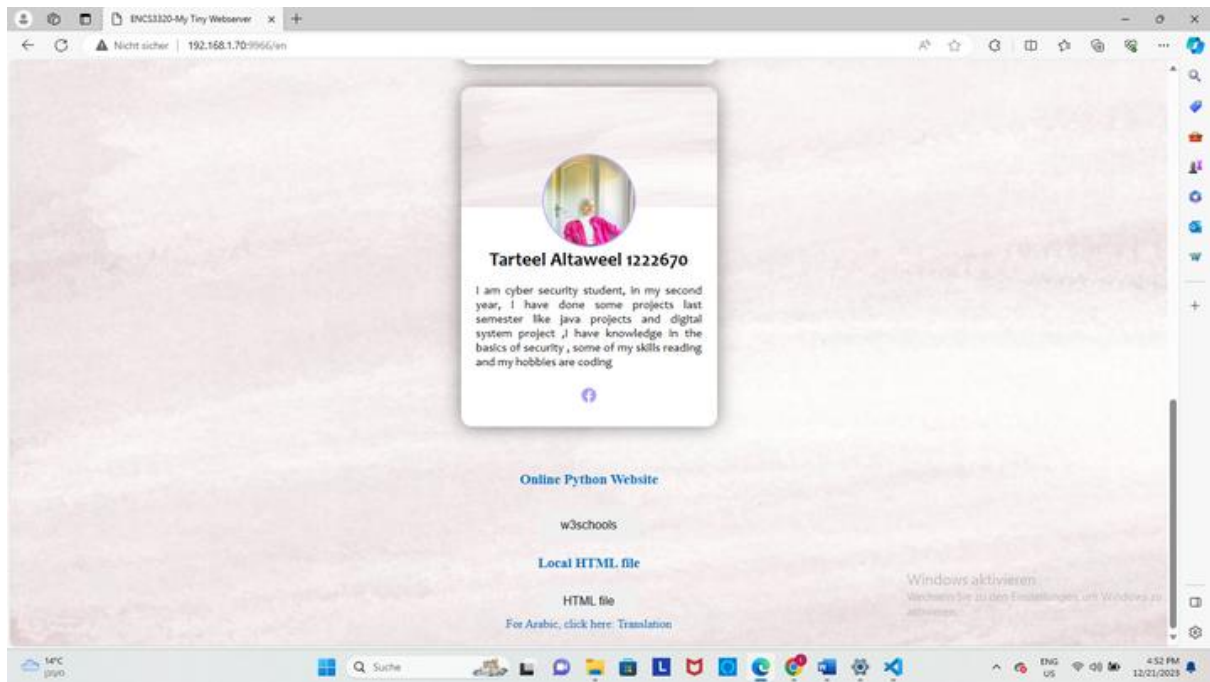


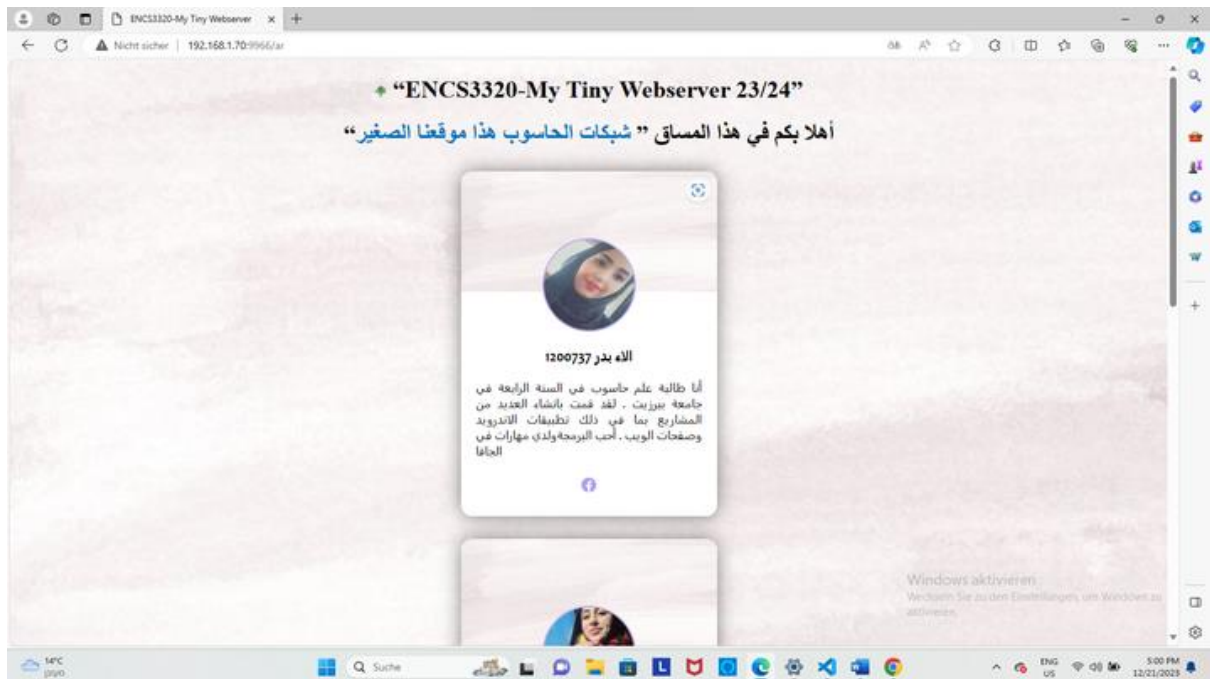
Figure 38: main_en.html

```

('192.168.1.70', 54525)
GET /ar HTTP/1.1
Host: 192.168.1.70:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/120.0.0.0 Safari/537.36 Edg/120.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: de,de-DE;q=0.9,en;q=0.8,en-GB;q=0.7,en-US;q=0.6

```

Figure 38:Response of main_ar.html



a

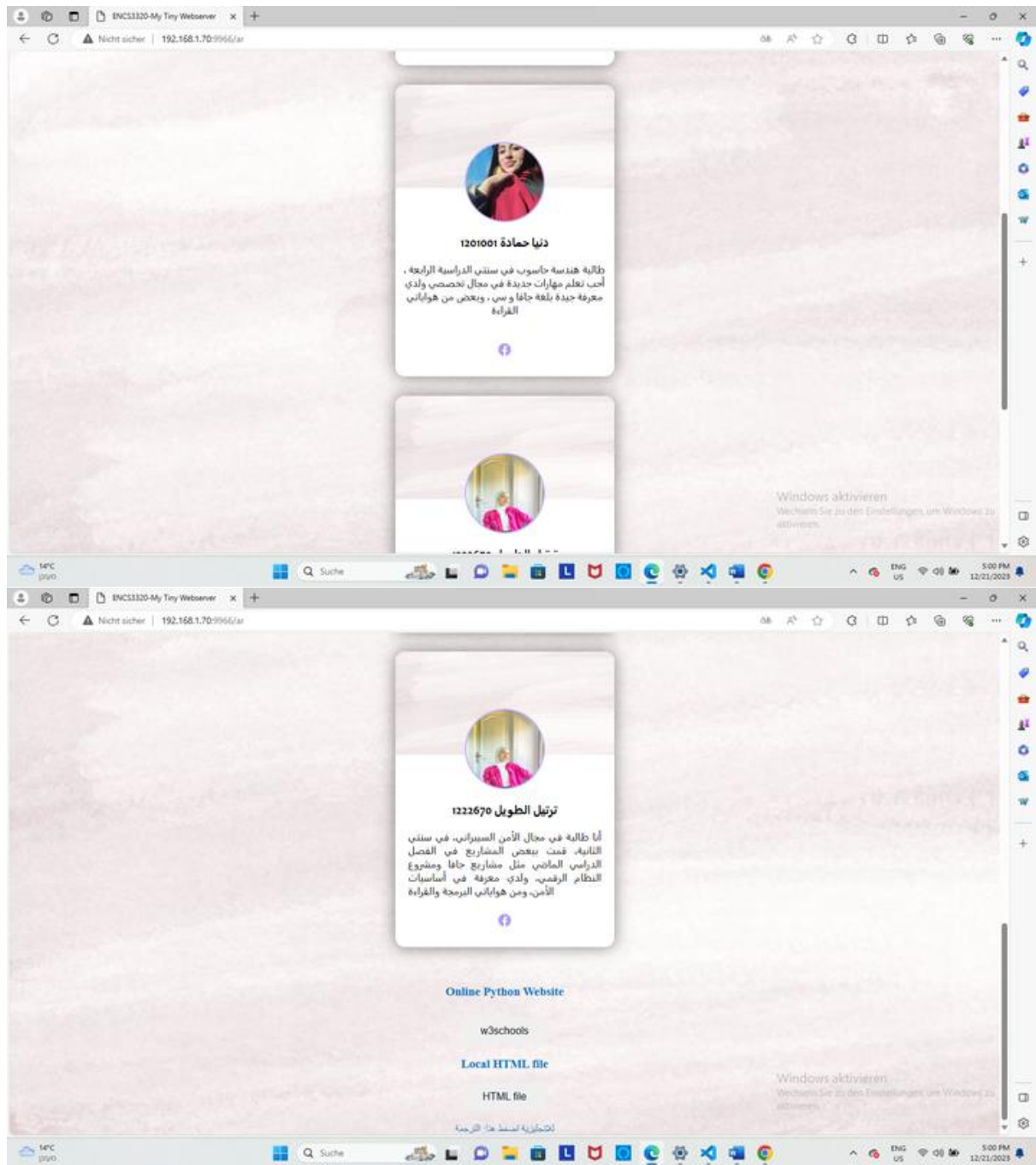


Figure 39:main_ar.html

```
('192.168.1.70', 54598)
GET /style.css HTTP/1.1
Host: 192.168.1.70:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/120.0.0.0 Safari/537.36 Edg/120.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: de,de-DE;q=0.9,en;q=0.8,en-GB;q=0.7,en-US;q=0.6
```

Figure 40:Response of css file

XXX

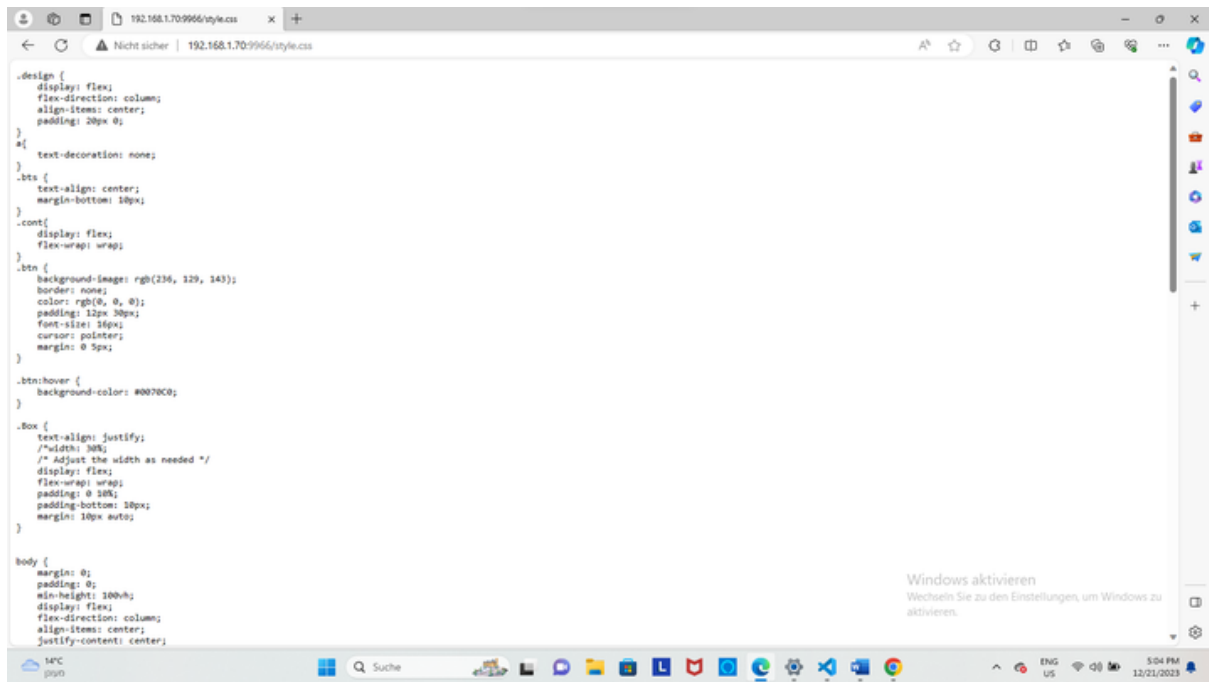


Figure 41:style.css

```

('192.168.1.70', 54624)
GET /index.html HTTP/1.1
Host: 192.168.1.70:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/120.0.0.0 Safari/537.36 Edg/120.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: de,de-DE;q=0.9,en;q=0.8,en-GB;q=0.7,en-US;q=0.6

```

Figure 42:Response of .html file

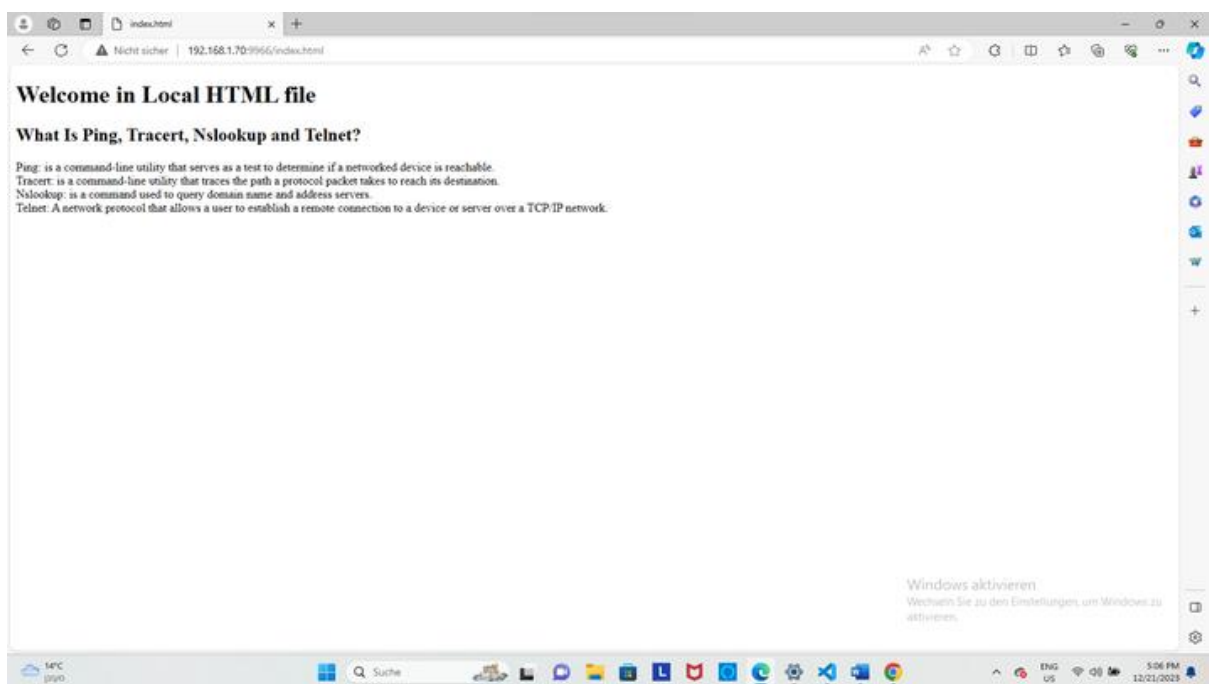


Figure 43:index.html

```
('192.168.1.70', 54684)
GET /.png HTTP/1.1
Host: 192.168.1.70:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/120.0.0.0 Safari/537.36 Edg/120.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: de,de-DE;q=0.9,en;q=0.8,en-GB;q=0.7,en-US;q=0.6
```

Figure 44: Response .png

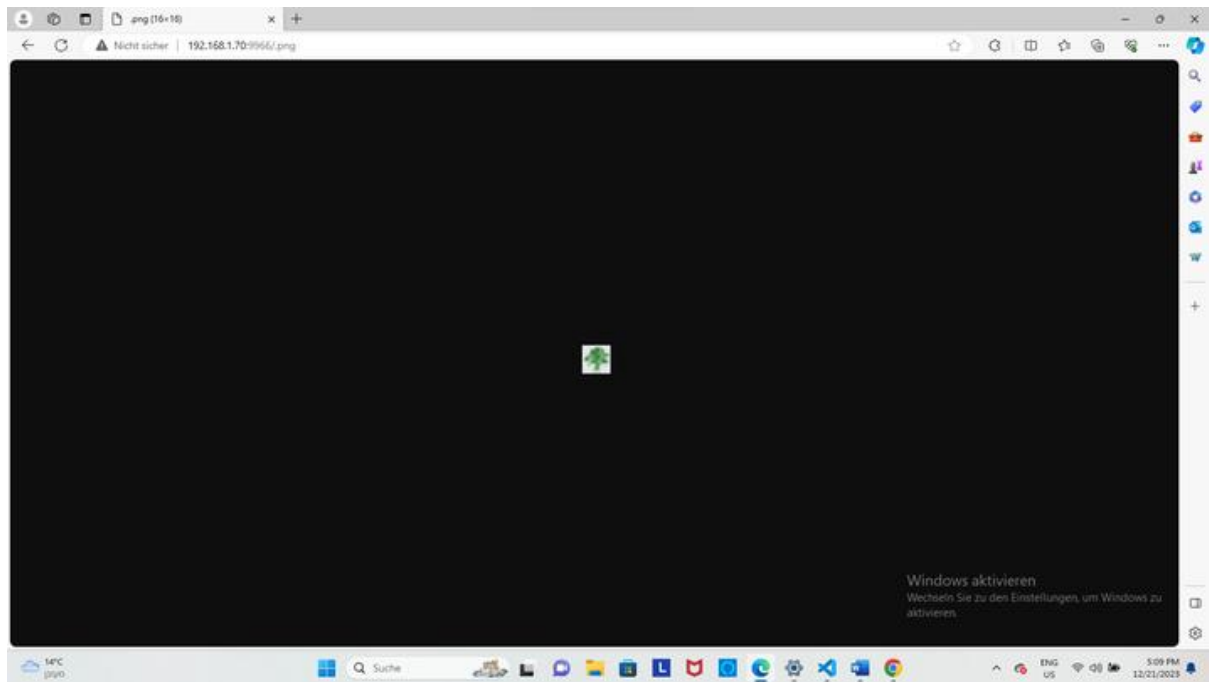


Figure 45: bzu .png

```
('192.168.1.70', 54765)
GET /.jpg HTTP/1.1
Host: 192.168.1.70:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/120.0.0.0 Safari/537.36 Edg/120.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: de,de-DE;q=0.9,en;q=0.8,en-GB;q=0.7,en-US;q=0.6
```

Figure 46: response .jpg

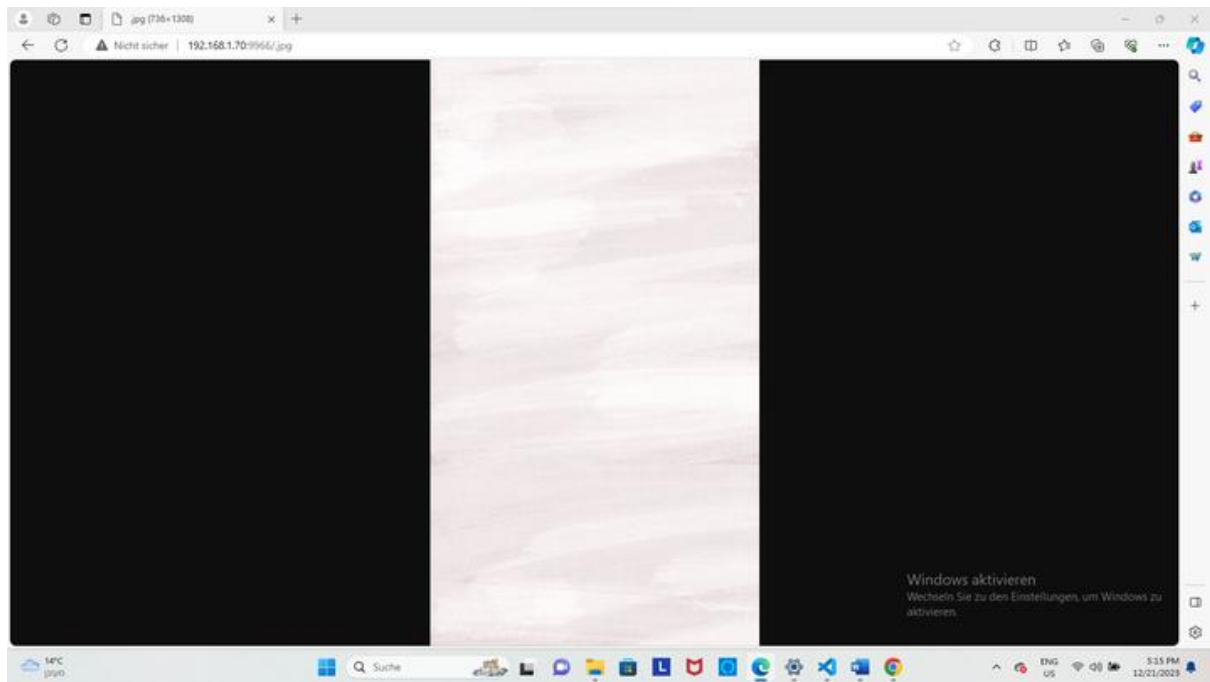
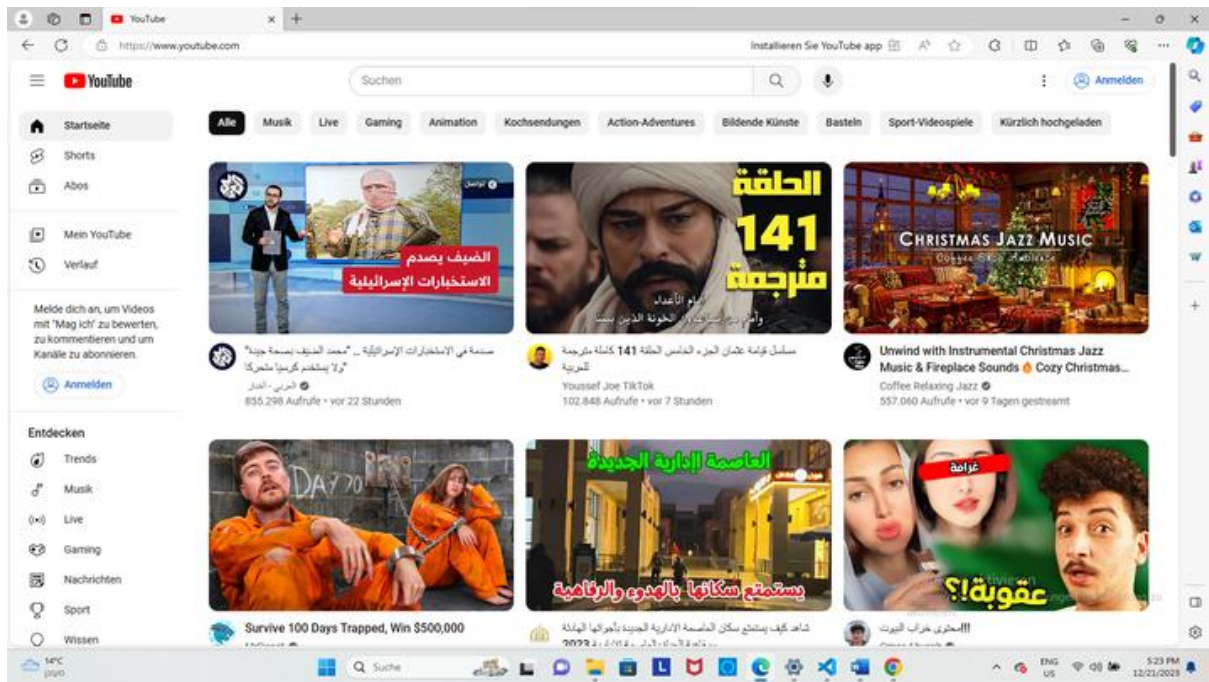


Figure 47: image.jpg

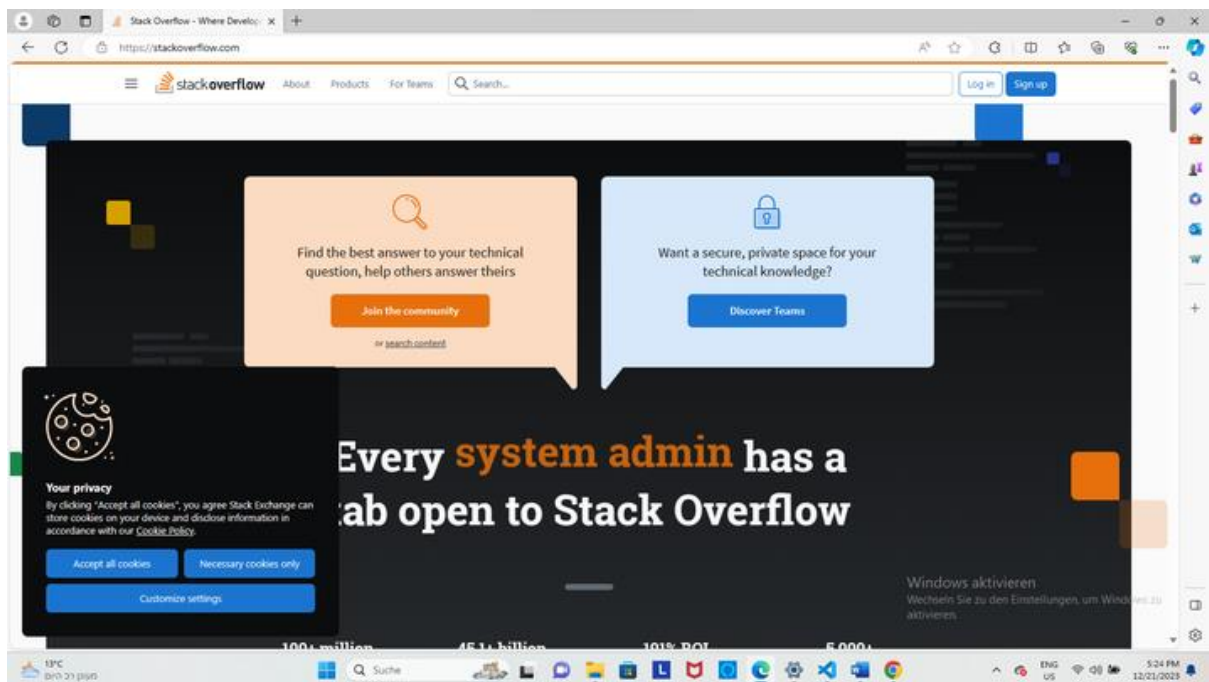
```
('192.168.1.70', 54876)
GET /cr HTTP/1.1
Host: 192.168.1.70:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/120.0.0.0 Safari/537.36 Edg/120.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: de,de-DE;q=0.9,en;q=0.8,en-GB;q=0.7,en-US;q=0.6
```

Figure 48:response /cr



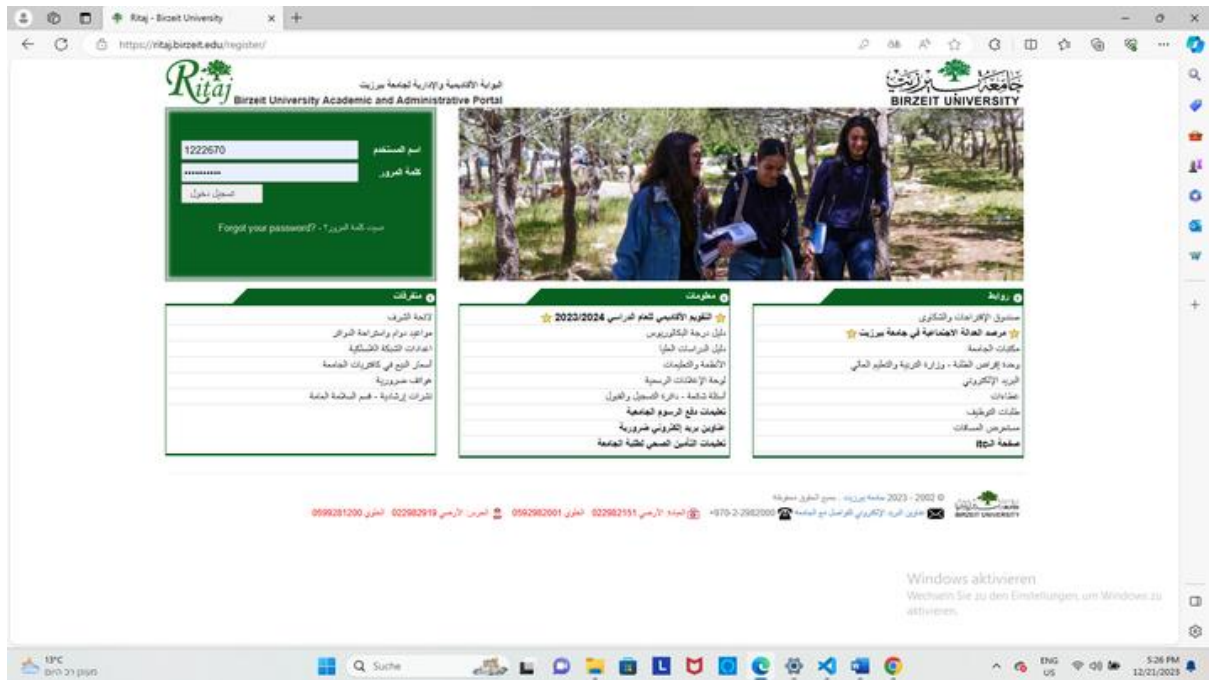
```
( '192.168.1.70', 54933)
GET /so HTTP/1.1
Host: 192.168.1.70:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/120.0.0.0 Safari/537.36 Edg/120.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: de,de-DE;q=0.9,en;q=0.8,en-GB;q=0.7,en-US;q=0.6
```

Figure 49: response /so



```
( '192.168.1.70', 55096)
GET /rt HTTP/1.1
Host: 192.168.1.70:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/120.0.0.0 Safari/537.36 Edg/120.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: de,de-DE;q=0.9,en;q=0.8,en-GB;q=0.7,en-US;q=0.6
```

Figure 50:response /rt



```
( '192.168.1.70', 55149)
GET /eng HTTP/1.1
Host: 192.168.1.70:9966
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/120.0.0.0 Safari/537.36 Edg/120.0.0.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,image/apng,*/*;q=0.8,application/signed-exchange;v=b3;q=0.7
Accept-Encoding: gzip, deflate
Accept-Language: de,de-DE;q=0.9,en;q=0.8,en-GB;q=0.7,en-US;q=0.6
```

Figure 51: Response of error.html

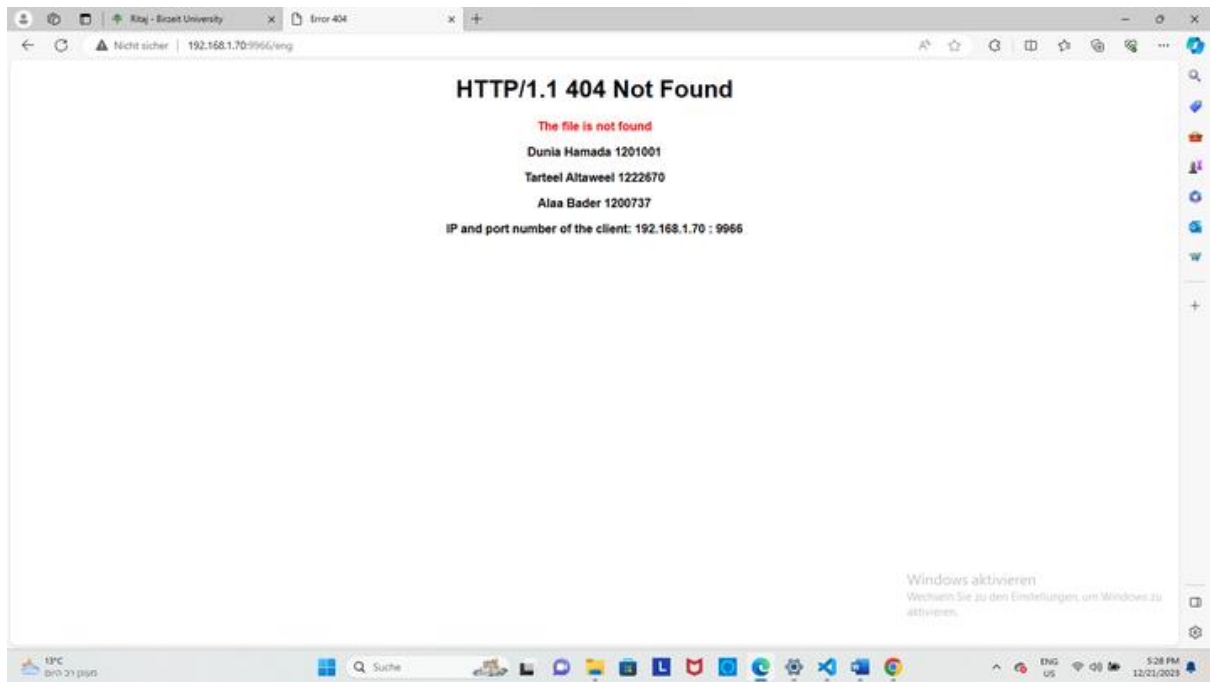


Figure 52:error.html