CSE 476 F20 TERM PROJECT FINAL REPORT ESRA NUR ARICAN

Lab 1: Web Server Lab

In this lab, we learned the basics of socket programming for TCP connections in Python: how to create a socket, bind it to a specific address and port, as well as send and receive a HTTP packet. We asked to develop a web server that handles one HTTP request at a time. Web server should accept and parse the HTTP request, get the requested file from the server's file system, create an HTTP response message consisting of the requested file preceded by header lines, and then send the response directly to the client. If the requested file is not present in the server, the server should send an HTTP "404 Not Found" message back to the client.

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For the Python part, I completed the web server code by filling in the #Fill in start and #Fill in end tags. Later I created an html page called HelloWorld.

```
x abc.py
                      webServerLab.py
#import socket module
from socket import *
serverPort=6789
serverSocket = socket(AF_INET, SOCK_STREAM)
serverSocket.bind(('',serverPort))
serverSocket.listen(1)
print ("the web server is up on port:",serverPort)
    print ('Ready to serve...')
    connectionSocket, addr = serverSocket.accept()
         message = connectionSocket.recv(1024)
         print (message,'::',message.split()[0],':',message.split()[1])
         filename = message.split()[1]
        print (filename,'||',filename[1:])
f = open(filename[1:])
         outputdata = f.read()
         print( outputdata)
         deneme = "HTTP/1.1 200 OK\r\n\r\n"
         connectionSocket.send(deneme.encode())
         connectionSocket.send(outputdata.encode())
```

My code for webServer

webServer code contd.

Basic html code

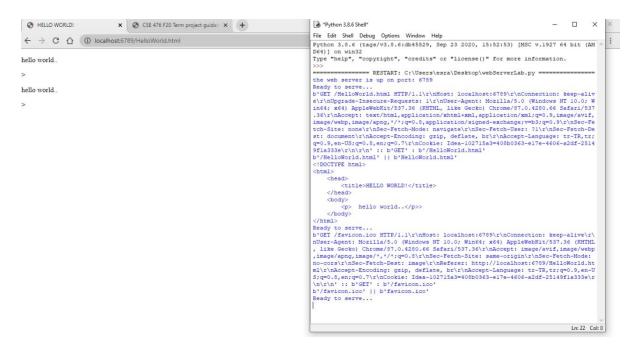
To see the results, I run my python code with python 3 and python 2.7 after putting the html and python files in the same directory. Since the Skeleton code is written in python 2, I got some errors when I compiled my code with python3. I corrected these errors later by compiling with python 2.7, and when I made some changes in my code, I was able to run it with python3.

After successfully run the code I got server ready message.

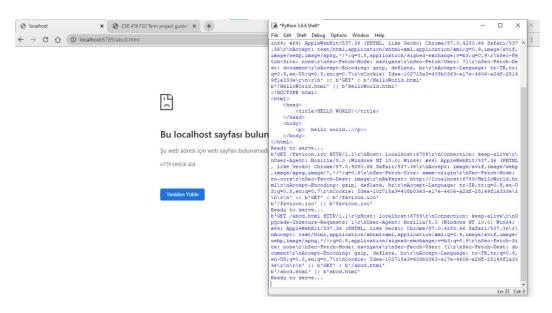
After this message I opened a Google chrome tab and write the html file name in a way that:

```
(i) localhost:6789/HelloWorld.html
```

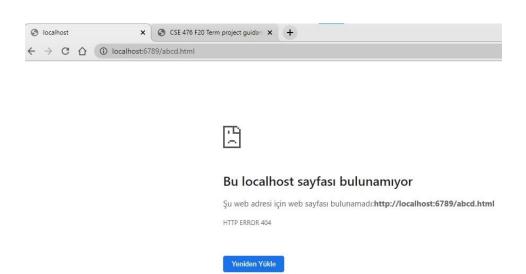
TEST RESULTS - LAB 1



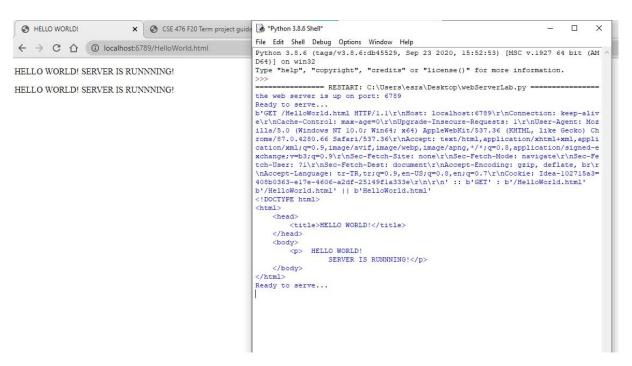
Result of running server on Windows machine, with correct html filename



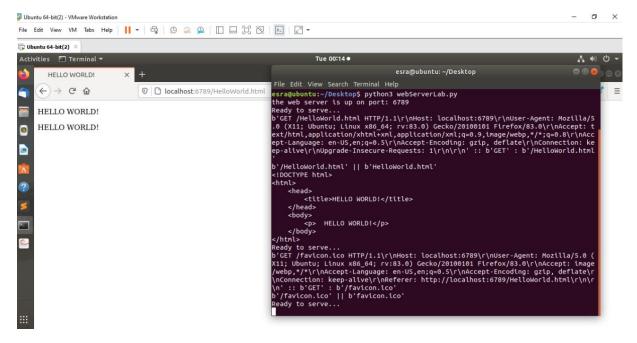
Result of running server with wrong html file named "abcd.html" which does not exists.



404 error given for wrong html file name



Another result of Windows machine with same HelloWorld.html file, I just changed the contents of the file.



Result of the webServer.py file from ubuntu machine

```
esra@ubuntu:~/Desktop

File Edit View Search Terminal Help

esra@ubuntu:~$ cd Desktop/
esra@ubuntu:~\Desktop$ python3 webServerLab.py

the web server is up on port: 6566

Ready to serve...
b'GET /wronfname.html HTTP/1.1\r\nHost: localhost:6566\r\nUser-Agent: Mozilla/5.0 (X11; Ubuntu; Linux x86_6

4; rv:83.0) Gecko/20100101 Firefox/83.0\r\nAccept: text/html,application/xhtml+xml,application/xml;q=0.9,im
age/webp,*/*;q=0.8\r\nAccept-Language: en-US,en;q=0.5\r\nAccept-Encoding: gzip, deflate\r\nConnection: keep
-alive\r\nUpgrade-Insecure-Requests: 1\r\n\r\n':: b'GET': b'/wronfname.html'

b'/wronfname.html' || b'wronfname.html'

Ready to serve...
```

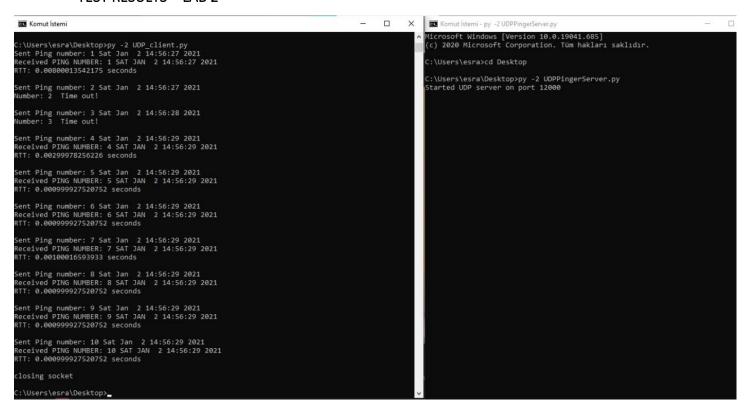
Result of webServer.py file with non-existing html file, from ubuntu machine

Lab 2: UDP Pinger Lab

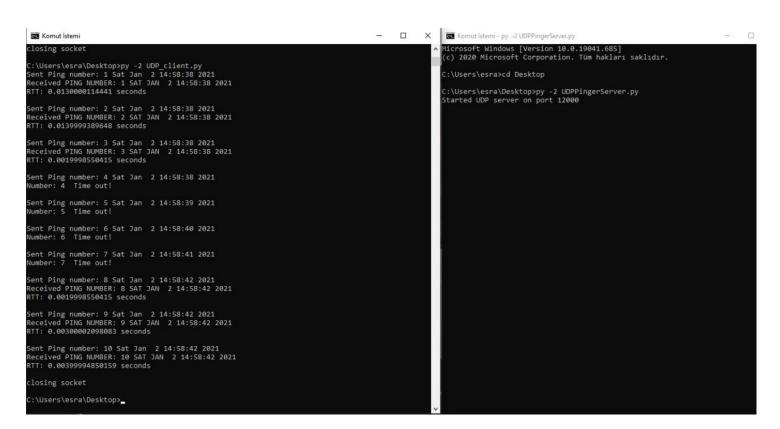
For this lab assignment, I take the given server code and implement asked client code on python.

I send the ping message using UDP. Then print the response message from server if exists. Then I calculated time by substracting begin and end time. Finally I printed "Time out!" message if server doesn't response.

TEST RESULTS - LAB 2



Result of running UDP_client.py file and UDPPingerServer.py file on Windows machine



Result of running UDP_client.py file and UDPPingerServer.py file on Windows machine

```
### Edit View Search Terminal Help

Closing socket

Closing socket

File Edit View Search Terminal Help

Closing socket

File Edit View Search Terminal Help

Closing socket

File Edit View Search Terminal Help

Esra@ubuntu:-/Desktop/cse476-term-project-codes/

persa@ubuntu:-/Desktop/cse476-term-project-codes/

persa@ubuntu:-/Desktop/cse476-term-project-codes/
```

Result from running codes on ubuntu machine

Lab 3: SMTP Lab

In this lab we develop a simple mail client that sends email to any recipient.

To be able to use gmail address, I add following lines to given skeleton code;

```
mailserver = ('smtp.gmail.com', 587) #Fill in start #Fill in end
```

Then I add this lines of codes after HELO command

```
# Sending STARTTLS command
command="STARTTLS\r\n"
clientSocket.send(command.encode())
recv1 = clientSocket.recv(1024)
print(recv1)
if recv1[:3] != '250':
    print('250 reply not received from server.')
```

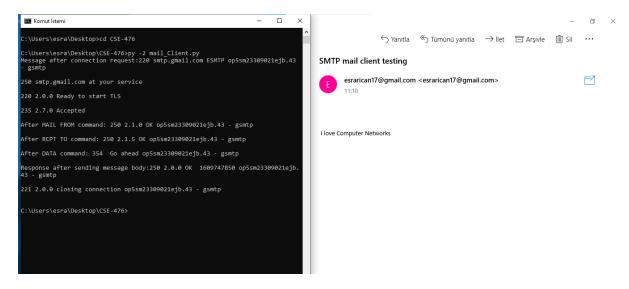
NOTE: Before submit my code, I deleted my password from the file

```
# Info for username and password

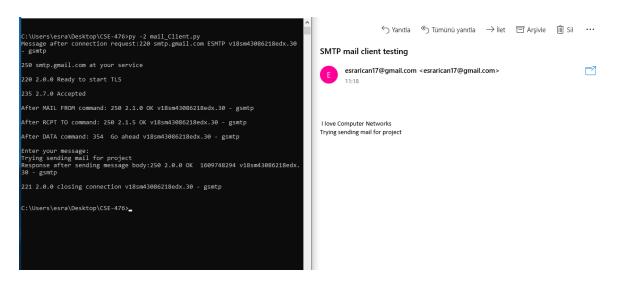
username = "esrarican17@gmail.com" #the username for your server

password = "***somepassword***" #1 changed the password after tests, for submission
```

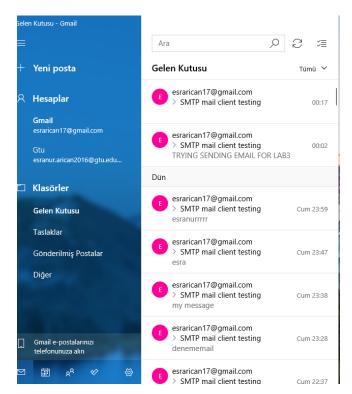
TEST RESULTS - LAB 3



Sending mail to my gtu address from my gmail address



I also tried to send both given message and another message entered by user from terminal



I send the message entered from terminal as an e-mail for trial purposes.

I took the part of receiving input from terminal to comment for submission