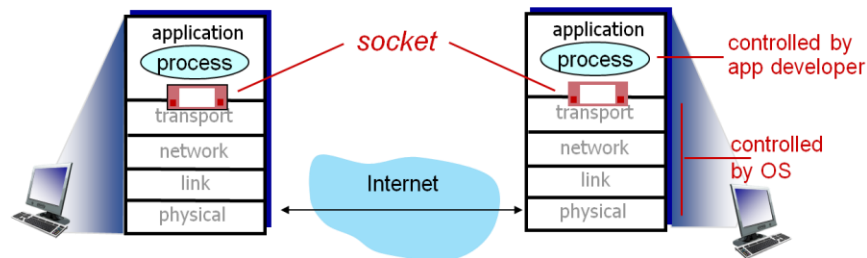


Socket programming

goal: learn how to build client/server applications that communicate using sockets

socket: door between application process and end-end-transport protocol



Application Layer: 2-27

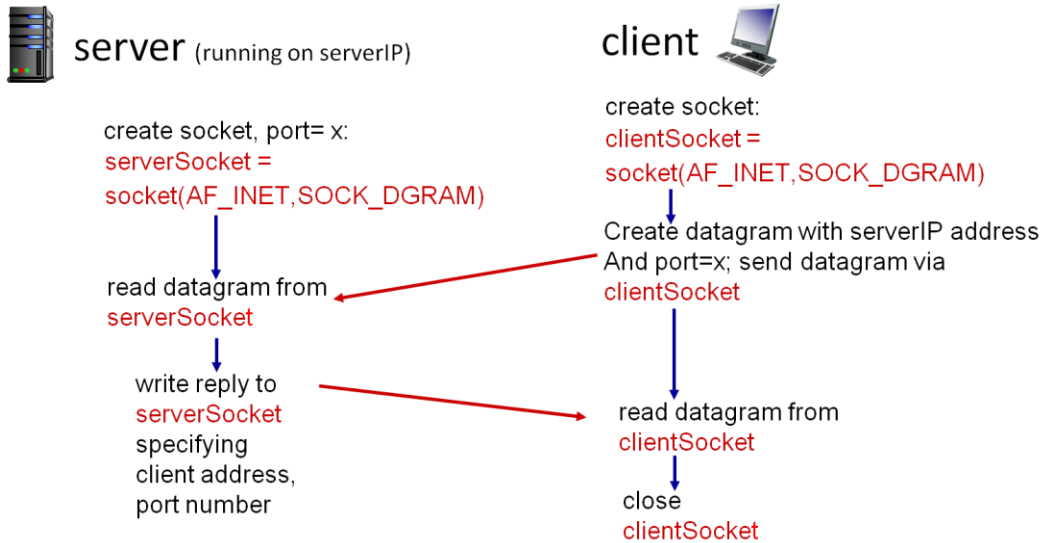
Two socket types for two transport services:

- **UDP:** unreliable datagram
- **TCP:** reliable, byte stream-oriented

UDP: no “connection” between client and server:

- no handshaking before sending data
- sender explicitly attaches IP destination address and port # to each packet
- receiver extracts sender IP address and port# from received packet

Client/server socket interaction: UDP



Application Layer: 2-30

Example app: UDP client

Python UDPClient

```
include Python's socket library → from socket import *
serverName = 'hostname'
serverPort = 12000
create UDP socket → clientSocket = socket(AF_INET,
                                           SOCK_DGRAM)
get user keyboard input → message = input('Input lowercase sentence:')
attach server name, port to message; send into socket → clientSocket.sendto(message.encode(),
                                                                    (serverName, serverPort))
read reply data (bytes) from socket → modifiedMessage, serverAddress =
                                                                    clientSocket.recvfrom(2048)
print out received string and close socket → print(modifiedMessage.decode())
                                                                    clientSocket.close()
```

Note: this code update (2023) to Python 3

Application Layer: 2-31

Example app: UDP server

Python UDPServer

```
from socket import *
serverPort = 12000
create UDP socket → serverSocket = socket(AF_INET, SOCK_DGRAM)
bind socket to local port number 12000 → serverSocket.bind(('', serverPort))
print('The server is ready to receive')
loop forever → while True:
    Read from UDP socket into message, getting client's address (client IP and port) → message, clientAddress = serverSocket.recvfrom(2048)
    modifiedMessage = message.decode().upper()
    send upper case string back to this client → serverSocket.sendto(modifiedMessage.encode(), clientAddress)
```

Note: this code update (2023) to Python 3

Application Layer: 2-32

Syntax to use ns3:

All code files must be in specific folder to be executed, write following commands:

- Cd ns3-allinone-
- Cd ns-3.x
- Cd scratch
- Touch file.py

Run command:

- ./ns3 run file.py

Libraries:

- import ns.applications
- import ns.core
- import ns.internet
- import ns.network
- import ns.point_to_point
- From socket import *

Output: