Networks: from Transmission to Programming

AC 31008

Theory Recap & Project Introduction



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What you will learn

How protocols are defined

 Being able to understand a RFC (IETF protocol specification)

Programming & network, client side

- Connecting to a server (with TCP)
- Sending data to the connected server
- Receiving data from the connected server
- Reacting to commands in data

Programming & network, server side

- Waiting for clients to connect
- Receiving data from client(s)
- Sending data to client(s)
- Reacting to commands in data

Programming language, two choices

- Python (easier)
- C/C++ (more advanced)



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How you will learn

Project Based Learning

- Practical content
- No theoretical lectures
- Documentation & references

Labs & Drop-ins

- Dedicated slots for questions on the project
- Labs: practical & programming questions
- Drop-in: theoretical & conceptual questions

2 Debriefing Lectures

- You decide the content
 - ► Most frequent topics in labs
 - ► Topics received by emails (at least 3 days before)
- Based on your experience
 - ► Demo when appropriate
 - Concrete problems



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The project, one protocol

Internet Relay Chat

- A messaging protocol (application layer)
 - ► Allows private and channel messages
 - ► Real-time, no backlog delivery
- Uses TCP as transport (port 6667)
- Defined in RFC 1459 (original)
 - ▶ Updated in RFCs 2810 to 2813

Why this protocol?

- Text-based
- Simple
- Interactive

Real Servers

- UnrealIRCd
- miniircd

Real Clients

Hexchat (free)



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Connection to a server

Session Example

NICK Sleris

USER sleris sleris localhost :realname

:sateda.ida.magerand.fr 001 Sleris :Hi, welcome to IRC

:sateda.ida.magerand.fr 002 Sleris :Your host is sateda.ida.magerand.fr, running version miniircd-1.3

:sateda.ida.magerand.fr 251 Sleris :There are 1 users and 0 services on 1 server

:sateda.ida.magerand.fr 422 Sleris :MOTD File is missing

JOIN #test

:Sleris!sleris@127.0.0.1 JOIN #test

:sateda.ida.magerand.fr 331 Sleris #test :No topic is set

:sateda.ida.magerand.fr 353 Sleris = #test :Sleris

:sateda.ida.magerand.fr 366 Sleris #test :End of NAMES list

PING LAG1571558241196

PONG sateda.ida.magerand.fr:LAG1571558271196

:Switch!Switch@127.0.0.1 JOIN #test

:Switch!Switch@127.0.0.1 PRIVMSG #test :This is a channel message!

:Switch!Switch@127.0.0.1 PART #test :Leaving

:Switch!Switch@127.0.0.1 PRIVMSG Sleris :This is a private message :)

QUIT: Disconnecting from server



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The project, two software

A simple bot

- Being able to connect to a server
- Being able to join a channel
- Respond to private messages
 - ► Random nonsense/fun fact
- Respond to simple commands
 - ► Giving the !time or !day
- Must run on Windows

A simple server

- Clients can connect
- Clients can join channels
- Clients can talk in channels and/or private messages
- NO server connections
- NO channel/server modes
 - Everyone is a simple user
- NO extra features
 - ► Kick, ban, DCC, ...
- Must run on GNU/Linux



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How you will be assessed

Group Work

- 35 groups of 3
- 1 EE student / group max

Self-Assessment

- An overall group mark
- A modulation per student

Deliverables

- Source code and executables
 - ► Including code comments and documentation
 - ► Will be tested in the VMs
- Group self-assessment sheet
 - ► What is working or not
 - ► Who implemented what
 - Proposed marking
- Group comment on delivered project
 - ► One A4 page maximum
 - Explain what is not working and why



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Questions?



