# Program 1. Write a networking program in Java to implement a TCP server that provides services for a TCP Client.

### TCP Client -

```
import java.io.*;
import java.net.*;
class TCPClient{
  public static void main(String[] args){
     Socket client;
     InputStream inputStream;
     DataInputStream dataInputStream;
    try{
       client = new Socket("localhost", 7313);
       inputStream = client.getInputStream();
       dataInputStream = new DataInputStream(inputStream);
       System.out.println(dataInputStream.readUTF());
       System.out.println(dataInputStream.readUTF());
       client.close();
     }catch(IOException e){
       System.out.println(e);
     }
```

#### TCP Server -

```
import java.io.*;
import java.net.*;
import java.util.*;
class TCPServer{
  public static void main(String[] args){
    ServerSocket server;
    Socket client;
    OutputStream outputStream;
    DataOutputStream dataOutputStream;
    Calendar calendar;
       server = new ServerSocket(7313);
       System.out.println("Server started...");
       client = server.accept();
       System.out.println("Connected:" + client.getInetAddress());
       outputStream = client.getOutputStream();
       dataOutputStream = new DataOutputStream(outputStream);
       dataOutputStream.writeUTF("Hi from server. We provide time
                                                                           service.");
       calendar = Calendar.getInstance();
       dataOutputStream.writeUTF("Time:"+ calendar.get(Calendar.HOUR_OF_DAY) + ":" +
calendar.get(Calendar.MINUTE)
       + ":" + calendar.get(Calendar.SECOND));
       server.close();
    }catch(IOException e){
       System.out.println(e);
  }
```

```
C:\Windows\System32\cmd.exe

Microsoft Windows [Version 6.3.9600]
(c) 2013 Microsoft Corporation. All rights reserved.

C:\Program Files (x86)\Java\networking\programone\javac *

C:\Program Files (x86)\Java\networking\programone\javac TCPClient.java

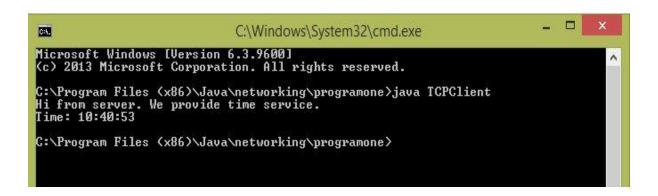
C:\Program Files (x86)\Java\networking\programone\javac TCPServer.java

C:\Program Files (x86)\Java\networking\programone\java TCPServer

Server started...

Connected: /127.0.0.1

C:\Program Files (x86)\Java\networking\programone\
```



# Program 2. Write a networking program to implement socket programming using User datagram Protocol in Java.

```
UDP Client -
import java.net.*;
import java.io.*;
import java.util.*;
public class UDPClient {
  public static void main(String[] args){
    DatagramSocket datagramSocket;
    DatagramPacket datagramPacket;
    String userInput;
    InetAddress ipAddr;
    Scanner scanner = new Scanner(System.in);
    byte[] bytes = new byte[1024];
    try{
    datagramSocket = new DatagramSocket(7314);
    ipAddr = InetAddress.getByName("localhost");
    System.out.println("Write msg to send");
    userInput = scanner.nextLine();
    bytes = userInput.getBytes();
    datagramPacket = new DatagramPacket(bytes,bytes.length,ipAddr,7313);
       datagramSocket.send(datagramPacket);
       scanner.close();
     } catch (SocketException ex) {
       System.out.println(ex);
     } catch (UnknownHostException ex) {
       System.out.println(ex);
     } catch (IOException ex) {
       System.out.println(ex);
  }
```

### UDP Server -

```
import java.net.*;
import java.io.*;
import java.util.*;
public static void main(String[] args) {
DatagramSocket datagramSocket;
DatagramPacket datagramPacket;
byte[] bytes;
    String msg;
    try {
       datagramSocket = new DatagramSocket(7313);
       System.out.println("UDP Server started...");
       bytes = new byte[1024];
       datagramPacket = new DatagramPacket(bytes, 0, bytes.length);
       datagramSocket.receive(datagramPacket);
       msg = new String(bytes);
       System.out.println(msg);
     } catch (SocketException ex) {
       System.out.println(ex);
     } catch (IOException ex) {
       System.out.println(ex);
  }
}
```

```
C:\Windows\System32\cmd.exe

Microsoft Windows [Version 6.3.9600]
(c) 2013 Microsoft Corporation. All rights reserved.

C:\Program Files (x86)\Java\networking\programtwo\javac UDPClient.java

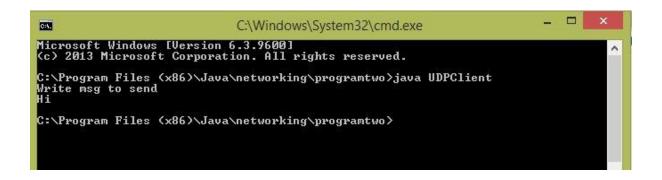
C:\Program Files (x86)\Java\networking\programtwo\javac UDPServer.java

C:\Program Files (x86)\Java\networking\programtwo\java UDPServer

UDP Server started...

Hi

C:\Program Files (x86)\Java\networking\programtwo\
```



### Program 3. Implement an FTP server using socket programming.

```
FTP Client -
 import java.net.*;
 import java.io.*;
 class FTPClient{
    public static void main(String[] args){
      String fileName;
      File file:
      FileOutputStream fileOutputStream = null;
      InputStream inputStream = null;
      DataInputStream dataInputStream = null;
      Socket socket = null;
      byte[] byteArray;
      try {
        socket = new Socket("localhost", 7313);
        System.out.println("Connected...");
        inputStream = socket.getInputStream();
        dataInputStream = new DataInputStream(inputStream);
        fileName = dataInputStream.readUTF();
        file = new File(fileName);
        fileOutputStream = new FileOutputStream(file);
        int bytesRead = 0;
        byteArray = new byte[1024 * 10];
         while((bytesRead = inputStream.read(byteArray)) > -1){
           fileOutputStream.write(byteArray, 0, bytesRead);
        System.out.println("Received Successfully...");
        fileOutputStream.close();
        socket.close();
      } catch (IOException e) {
        System.err.println("Error 1");
        e.printStackTrace();
      }
    }
 }
```

#### FTP Server -

```
import java.net.*;
import java.io.*;
import java.util.*;
class FTPServer{
  public static void main(String[] args){
    String fileName = null;
    FileInputStream fileInputStream = null;
    OutputStream outputStream = null;
    DataOutputStream dataOutputStream = null;
    ServerSocket serverSocket = null:
    Socket client = null;
    Scanner scan = new Scanner(System.in);
    File file;
    byte[] bytes;
    try
       serverSocket = new ServerSocket(7313);
       System.out.println("FTP Server started...");
       client = serverSocket.accept();
       System.out.println("Client connected...");
       outputStream = client.getOutputStream();
       dataOutputStream = new DataOutputStream(outputStream);
       System.out.println("Enter file name to send");
       fileName = scan.nextLine();
       file = new File(fileName);
       fileInputStream = new FileInputStream(file);
       int fileLength = (int) file.length();
       bytes = new byte[fileLength];
       fileInputStream.read(bytes, 0, bytes.length);
       dataOutputStream.writeUTF(file.getName());
       outputStream.write(bytes, 0, bytes.length);
       outputStream.close();
       scan.close();
       System.out.println("Sent Successfully");
       serverSocket.close();
     } catch (IOException e) {
       e.printStackTrace();
  }
```

```
Microsoft Windows [Version 6.3.9600]
(c) 2013 Microsoft Corporation. All rights reserved.

C:\Program Files (x86)\Java\networking\programthree\javac FTPClient.java

C:\Program Files (x86)\Java\networking\programthree\javac FTPServer.java

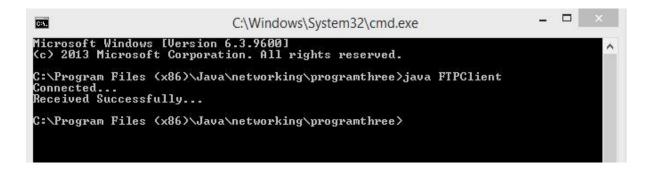
C:\Program Files (x86)\Java\networking\programthree\javac FTPServer

FTP Server started...
Client connected...
Enter file name to send

C:\Users\harsh\Desktop\mcathird-master\mcathird-master\README.md

Sent Successfully

C:\Program Files (x86)\Java\networking\programthree>
```



## Program 4. Implement a chat server using socket programming. Chat Client -

```
import java.net.*;
import java.io.*;
import java.util.*;
class ChatClient{
  public static void main(String[] args){
     Socket socket = null;
    Scanner scan = new Scanner(System.in);
    String yourMsg, serverMsg;
     InputStream inputStream = null;
    OutputStream outputStream = null;
    DataInputStream dataInputStream = null;
    DataOutputStream dataOutputStream = null;
       socket = new Socket("localhost", 7313);
       System.out.println("Connected...");
       inputStream = socket.getInputStream();
       outputStream = socket.getOutputStream();
       dataInputStream = new DataInputStream(inputStream);
       dataOutputStream = new DataOutputStream(outputStream);
       while(true){
         serverMsg = dataInputStream.readUTF();
         if(serverMsg.equals("exit")){
            break;
         System.out.println("Server: " + serverMsg);
         System.out.print("You: ");
         yourMsg = scan.nextLine();
         dataOutputStream.writeUTF(yourMsg);
         if(yourMsg.equals("exit")){
            break;
       socket.close();
     }catch(IOException e){
       System.out.println(e);
  }
```

### Chat Server -

```
import java.net.*;
import java.io.*;
import java.util.*;
class ChatServer{
  public static void main(String[] args){
    ServerSocket serverSocket = null;
     Socket client = null;
    Scanner scan = new Scanner(System.in);
     String yourMsg, clientMsg;
     OutputStream outputStream = null;
     InputStream inputStream = null;
     DataOutputStream dataOutputStream = null;
    DataInputStream dataInputStream = null;
    try {
       serverSocket = new ServerSocket(7313);
       System.out.println("Server started...");
       client = serverSocket.accept();
       System.out.println("Client connected...");
       outputStream = client.getOutputStream();
       inputStream = client.getInputStream();
       dataOutputStream = new DataOutputStream(outputStream);
       dataInputStream = new DataInputStream(inputStream);
       dataOutputStream.writeUTF("Hi from server");
       while(true){
         clientMsg = dataInputStream.readUTF();
         if(clientMsg.equals("exit")){
            break;
         System.out.println("Client: " + clientMsg);
         System.out.print("You: ");
         yourMsg = scan.nextLine();
         dataOutputStream.writeUTF(yourMsg);
         if(yourMsg.equals("exit")){
            break;
          }
       serverSocket.close();
     }catch(IOException e){
       System.out.println(e);
     }
  }
}
```

```
C:\Windows\System32\cmd.exe

Microsoft Windows [Version 6.3.9600]
(c) 2013 Microsoft Corporation. All rights reserved.

C:\Program Files (x86)\Java\networking\programfour\javac ChatClient.java

C:\Program Files (x86)\Java\networking\programfour\javac ChatServer.java

C:\Program Files (x86)\Java\networking\programfour\java ChatServer

Server started...
Client connected...
Client: Hi
you: Hello
Client: bye
You: bye

C:\Program Files (x86)\Java\networking\programfour\)
```



### Program 5. Implement an ECHO server using socket programming.

### ECHO Client -

```
import java.net.*;
import java.io.*;
import java.util.*;
class Client{
  public static void main(String[] args){
    Socket socket = null;
    Scanner scan = new Scanner(System.in);
    String yourMsg, echo;
     InputStream inputStream = null;
    OutputStream outputStream = null;
    DataInputStream dataInputStream = null;
    DataOutputStream dataOutputStream = null;
    try{
       socket = new Socket("localhost", 7313);
       System.out.println("Connected...");
       inputStream = socket.getInputStream();
       outputStream = socket.getOutputStream();
       dataInputStream = new DataInputStream(inputStream);
       dataOutputStream = new DataOutputStream(outputStream);
       System.out.println("Enter msg to echo...");
       yourMsg = scan.nextLine();
       dataOutputStream.writeUTF(yourMsg);
       echo = dataInputStream.readUTF();
       System.out.println(echo);
       System.out.println("Echoed successfully");
       socket.close();
       scan.close();
     }catch(IOException e){
       System.out.println(e);
```

#### ECHO Server -

```
import java.net.*;
import java.io.*;
class EchoServer{
  public static void main(String[] args){
     ServerSocket serverSocket = null;
    Socket client = null;
    String clientMsg;
     InputStream inputStream = null;
     OutputStream outputStream = null;
    DataInputStream dataInputStream = null;
    DataOutputStream dataOutputStream = null;
    try
       serverSocket = new ServerSocket(7313);
       System.out.println("Server started...");
       client = serverSocket.accept();
       System.out.println("Client connected...");
       inputStream = client.getInputStream();
       outputStream = client.getOutputStream();
       dataInputStream = new DataInputStream(inputStream);
       dataOutputStream = new DataOutputStream(outputStream);
       clientMsg = dataInputStream.readUTF();
       System.out.println("Echoing...");
       dataOutputStream.writeUTF(clientMsg);
       serverSocket.close();
     }catch(IOException e){
       System.out.println(e);
}
```

```
C:\Windows\System32\cmd.exe

Microsoft Windows [Version 6.3.9600]
(c) 2013 Microsoft Corporation. All rights reserved.

C:\Program Files (x86)\Java\networking\programfive\javac EchoServer.java

C:\Program Files (x86)\Java\networking\programfive\javac Client.java

C:\Program Files (x86)\Java\networking\programfive\java EchoServer

Server started...
Client connected...
Echoing...

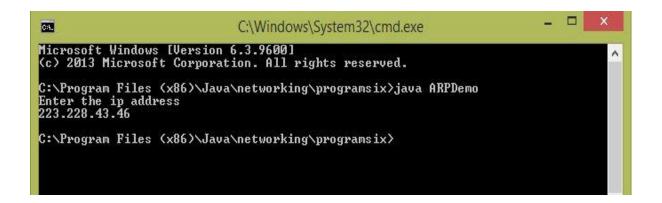
C:\Program Files (x86)\Java\networking\programfive\

C:\Program Files (x86)\Java\networking\programfive\
```



## Program 6. Implement Address Resolution Protocol using socket programming.

```
import java.net.*;
import java.io.*;
import java.util.*;
public class ARPDemo {
  public static void main(String[] args) {
     String ip;
       Scanner scan = new Scanner(System.in);
     ProcessBuilder processBuilder = new ProcessBuilder();
     Process process;
       System.out.println("Enter the ip address");
       ip = scan.nextLine();
     InputStream is;
       try{
       InetAddress inet = InetAddress.getByName(ip);
       if(inet.isReachable(5000)){
          process = processBuilder.command("arp", "-a").start();
          is = process.getInputStream();
          BufferedReader buff = new BufferedReader(new InputStreamReader(is));
          String res;
          while((res = buff.readLine()) != null){
            if(res.contains(ip)){
               res = res.trim();
               res = res.replaceAll(" +", " ");
               String[] array = res.split(" ");
               System.out.println(array[0] + " ==> " + array[1]);
          }
        }else{
          System.out.println("Host is not present");
        }catch(Exception e){
       System.out.println(e);
}
```



# **Program 7.** Implement Ping server and Ping client using socket programming.

Ping Client -

```
import java.net.*;
import java.io.*;
import java.util.*;
public class PingClient {
  public static void main(String[] args){
    DatagramSocket socket;
    DatagramPacket packet;
    InetAddress ipaddr;
    byte[] bytes;
    int n = 0;
    String str;
    long sTime;
    long rTime;
    long cTime;
    try{
       socket = new DatagramSocket(7312);
       ipaddr = InetAddress.getByName("localhost");
       while (n < 5)
         str = "dummy packet";
         bytes = str.getBytes();
        packet=new DatagramPacket(bytes,bytes.length,ipaddr,7313);
         socket.send(packet);
         sTime = new Date().getTime();
            byte[] rBytes = new byte[1024];
            DatagramPacket rPacket = new DatagramPacket(rBytes, 0, rBytes.length);
                             socket.setSoTimeout(5000);
                                                                     socket.receive(rPacket);
                             rTime = new Date().getTime();
            cTime = rTime - sTime;
            System.out.println("Reply from " + rPacket.getAddress().toString() + ": time < " +
                 cTime + "ms");
          }catch(IOException ex){
            System.out.println("Request Timeout: " + n);
         Thread.sleep(1000);
         n++;
       }
    } catch (SocketException ex) {
       System.out.println(ex.getMessage());
    } catch (UnknownHostException ex) {
       System.out.println(ex.getMessage());
     } catch (IOException ex) {
       System.out.println(ex.getMessage());
     } catch (InterruptedException ex) {
       System.out.println(ex.getMessage());
```

### Ping Server -

```
import java.net.*;
import java.io.*;
public class PingServer {
  public static void main(String[] args){
    DatagramSocket sock;
    DatagramPacket packet;
    byte[] rBytes = new byte[1024];
    String msg;
    String str;
    int n = 0;
    try {
       sock = new DatagramSocket(7313);
       System.out.println("Server started");
       packet = new DatagramPacket(rBytes, 0, rBytes.length);
       while (n < 5)
         sock.receive(packet);
         msg = new String(rBytes);
         System.out.println(packet.getAddress().toString() + ": is Pinging");
         byte[] sBytes;
         str = "dummy packet";
         sBytes = str.getBytes();
         DatagramPacket sPacket = new DatagramPacket(sBytes,0, sBytes.length,
InetAddress.getByName("localhost"), 7312);
         sock.send(sPacket);
         n++;
     } catch (SocketException ex) {
       System.out.println(ex.getMessage());
     } catch (IOException ex) {
       System.out.println(ex.getMessage());
     }
  }
}
```

```
C:\Windows\System32\cmd.exe

Microsoft Windows [Version 6.3.9600]
(c) 2013 Microsoft Corporation. All rights reserved.

C:\Program Files (x86)\Java\networking\programseven\javac PingClient.java

C:\Program Files (x86)\Java\networking\programseven\javac PingServer.java

C:\Program Files (x86)\Java\networking\programseven\java PingServer

Server started
/127.0.0.1: is Pinging
```

```
C:\Windows\System32\cmd.exe

Microsoft Windows [Version 6.3.9600]
(c) 2013 Microsoft Corporation. All rights reserved.

C:\Program Files (x86)\Java\networking\programseven\java PingClient
Reply from /127.0.0.1: time < 9ms
Reply from /127.0.0.1: time < 1ms
C:\Program Files (x86)\Java\networking\programseven\)
```

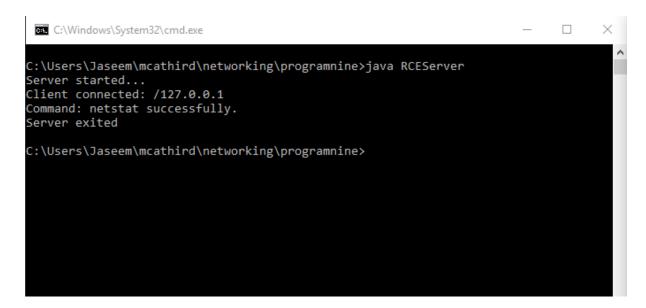
## **Program 8.** Implement Remote Command Execution using network programming.

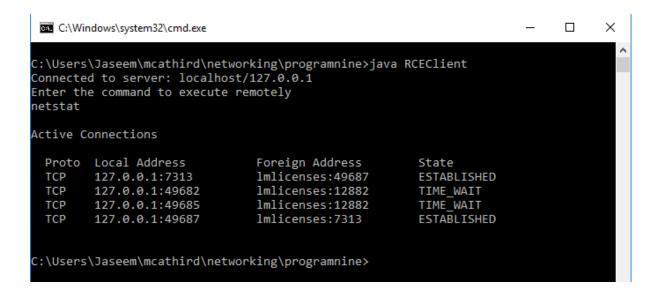
RCE Client -

```
import java.net.*;
import java.io.*;
import java.util.*;
public class RCEClient {
  public static void main(String[] args){
     Socket client;
     InputStream is;
     OutputStream os;
     DataOutputStream dos;
     DataInputStream dis;
     Scanner scan = new Scanner(System.in);
     String cmd;
    try{
       client = new Socket("localhost", 7313);
       System.out.println("Connected to server: " + client.getInetAddress());
       System.out.println("Enter the command to execute remotely");
       cmd = scan.nextLine();
       is = client.getInputStream();
       os = client.getOutputStream();
       dis = new DataInputStream(is);
       dos = new DataOutputStream(os);
       dos.writeUTF(cmd);
       System.out.println(dis.readUTF());
       os.flush();
       client.close();
     }catch(IOException e){
       System.out.println(e.getMessage());
     }
  }
}
```

#### RCE Server -

```
import java.net.*;
import java.io.*;
class RCEServer {
  public static void main(String[] args) {
      ServerSocket server;
      Socket client;
      OutputStream os;
      InputStream is;
      InputStream commandInputStream;
      DataInputStream dis;
      DataOutputStream dos;
      String[] command;
      Process process;
      ProcessBuilder pB = new ProcessBuilder();
         server = new ServerSocket(7313);
         System.out.println("Server started...");
         client = server.accept();
         System.out.println("Client connected: " + client.getInetAddress());
         os = client.getOutputStream();
         is = client.getInputStream();
         dis = new DataInputStream(is);
         dos = new DataOutputStream(os);
         String cmd = dis.readUTF();
         cmd = cmd.trim();
         command = cmd.split(" ");
         process = pB.command(command).start();
         commandInputStream = process.getInputStream();
         BufferedReader buff = new BufferedReader(new
       InputStreamReader(commandInputStream));
        String read;
        String result = "";
        while ((read = buff.readLine()) != null){
              result = read + "\n" + result;
        dos.writeUTF(result);
        dos.flush();
        System.out.println("Command: " + cmd + " successfully.");
       System.out.println("Server exited");
       server.close();
       }catch(IOException e){
               System.out.println(e.getMessage());
  }
}
```





### Program 9. Implement a program to retrieve the data for the specified URL.

```
import java.net.*;
import java.io.*;
import java.util.*;
public class RetrieveData {
  public static void main(String[] args) {
     Scanner scan = new Scanner(System.in);
     HttpURLConnection connection;
     URL url;
     String input;
     try {
       System.out.println("Enter the URL");
       input = scan.nextLine();
       url = new URL(input);
       connection = (HttpURLConnection) url.openConnection();
       System.out.println("Request Method: " + connection.getRequestMethod());
       System.out.println("Response Code: " + connection.getResponseCode());
       System.out.println("Response Message: " + connection.getResponseMessage());
       Map<String, List<String>> headerFields = connection.getHeaderFields();
       Set<String> headerKeys = headerFields.keySet();
       for(String key: headerKeys){
         System.out.println("Key: " + key + " : " + "Value: " + headerFields.get(key));
       connection.disconnect();
       scan.close():
     } catch (Exception ex) {
       System.out.println(ex);
     }
}
```

```
C:\Users\Jaseem\mcathird\networking\programeleven>javac *.java

C:\Users\Jaseem\mcathird\networking\programeleven>java RetrieveData
Enter the URL
https://www.google.com
Request Method: GET
Response Code: 200
Response Message: OK
Key: Transfer-Encoding : Value: [chunked]
Key: null : Value: [HTTP/1.1 200 OK]
Key: Alt-Svc : Value: [quic=":443"; ma=2592000; v="44,43,39"]
Key: Server : Value: [gus]
Key: Server : Value: [gus]
Key: Date : Value: [Tue, 29 Jan 2019 08:22:41 GMT]
Key: Date : Value: [Tue, 29 Jan 2019 08:22:41 GMT]
Key: Accept-Ranges : Value: [SAMEORIGIN]
Key: X-Frame-Options : Value: [samEORIGIN]
Key: Cache-Control : Value: [private, max-age=0]
Key: Value: NID=156-evTgwiG3y3mAkasFEUhztn2TGuitKmbpQr-pcn3_SyyIt_Cj-uubZ-08t0bzsIKcCimXBBjcPRPFjn0xGrXNp-
955-vvTlKYqshzKQqKIMsmsetgV081fxywbdFBnt-7P6opi7cp10guaBodHJZmMqrBL3FcQc_DxqJxL0DPeN; expires-Wed, 31-Jul-2019 08:22:41
GMT; path=/; domain=.google.com; httpOnly, 1P_JAR=2019-01-29-08; expires=Thu, 28-Feb-2019 08:22:41 GMT; path=/; domain=
.google.com]
Key: X-XSS-Protection : Value: [1; mode=block]
Key: Content-Type : Value: [text/html; charset=ISO-8859-1]
C:\Users\Jaseem\mcathird\networking\programeleven>
```

### Program 10. Write a Java program to check whether the given DNS is found in the internet or not.

```
import java.net.*;
import java.util.*;
class DNSTest{
       public static void main(String[] args){
              String host = new String();
              Scanner input = new Scanner(System.in);
              InetAddress inetAddress;
              try{
                     System.out.println("Enter host name");
                     host = input.nextLine();
                     inetAddress = InetAddress.getByName(host);
                     System.out.println("Host Name: " + inetAddress.getHostName());
                     System.out.println("Host Address: " +
inetAddress.getHostAddress());
                     System.out.println();
              }catch(UnknownHostException e){
                     System.out.println("Host not found: " + host);
              }
       }
}
```

```
Microsoft Windows [Version 6.3.9600]
(c) 2013 Microsoft Corporation. All rights reserved.

C:\Program Files (x86)\Java\networking\programtwelve\javac DNSTest.java

C:\Program Files (x86)\Java\networking\programtwelve\java DNSTest
Enter host name
hp
Host Name: hp
Host Address: 192.168.43.244

C:\Program Files (x86)\Java\networking\programtwelve\
```

## Program 11. Write a network program using HTTP to print the document for the given URL.

```
import java.net.*;
import java.io.*;
import java.util.*;
public class HttpDocumentPrinter {
  public static void main(String[] args) {
     Scanner scan = new Scanner(System.in);
     HttpURLConnection connection;
     URL url;
     InputStream inputStream;
     String input;
     try {
       System.out.println("Enter the URL");
       input = scan.nextLine();
       url = new URL(input);
       connection = (HttpURLConnection) url.openConnection();
       inputStream = connection.getInputStream();
       int read;
       while((read = inputStream.read()) > -1){
          char ch = (char) read;
          System.out.print(ch);
       }
       scan.close();
     } catch (Exception ex) {
       System.out.println(ex);
  }
}
```

