CONTENT BEYOND SYLLABUS

IMPLEMENTATION OF REMOTE COMMAND EXECUTION (RCE)

AIM

To implement Remote Command Execution(RCE).

ALGORITHM

CLIENT SIDE

1. Establish a connection between the Client and Server.

Socket client=new Socket("127.0.0.1",6555);

2. Create instances for input and output streams.

Print Stream ps=new Print Stream(client.getOutputStream());

- 3. BufferedReaderbr=newBufferedReader(newInputStreamReader(System.in));
- 4. Enter the command in Client Window.

Send the message to its output

```
str=br.readLine();
```

ps.println(str);

SERVER SIDE

1. Accept the connection request by the client.

ServerSocket server=new ServerSocket(6555);

Sockets=server.accept();

2. Getthe IPaddressfromitsinputstream.

BufferedReaderbr1=newBufferedReader(newInputStreamReader(s.getInputStream()));

```
ip=br1.readLine();
```

3. During runtime execute the process

Runtime r=Runtime.getRuntime();

Process p=r.exec(str);

CLIENT PROGRAM

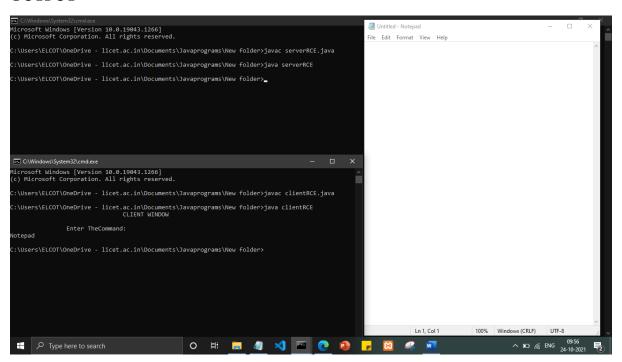
```
import java.io.*;
import java.net.*;
class clientRCE
```

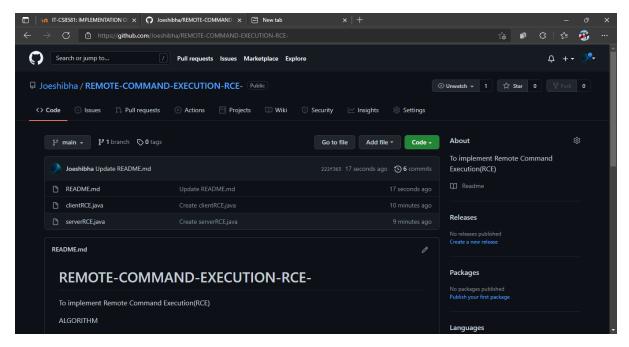
{

```
public static void main(String args[]) throws IOException
{
try
{
String str; Socket client=new Socket("127.0.0.1",6555);
PrintStream ps=new PrintStream(client.getOutputStream());
BufferedReader br=new BufferedReader(new InputStreamReader(System.in));
System.out.println("\t\t\t\tCLIENT WINDOW\n\n\t\tEnter TheCommand:");
str=br.readLine();
ps.println(str);
catch(IOException e)
System.out.println("Error"+e); }
}
}
SERVER PROGRAM
import java.io.*;
import java.net.*;
class serverRCE
{
public static void main(String args[]) throws IOException
{
try
{
String str;
ServerSocket server=new ServerSocket(6555);
Socket s=server.accept();
BufferedReader br=new BufferedReader(new InputStreamReader(s.getInputStream()));
str=br.readLine();
```

```
Runtime r=Runtime.getRuntime();
Process p=r.exec(str);
}
catch(IOException e)
{
System.out.println("Error"+e);
}
}
```

OUTPUT





RESULT

Thus the implementation of RCE is done & executed and then published in github successfully.