

## ***Lab 2***

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### **EXERCISE 3**

#### *Question 1*

Status Code: 200

Response Phrase: OK

#### *Question 2*

Last-Modified: Tue, 23 Sep 2003 05:29:00 GMT\r\n

The response contains the DATE header,

Date: Tue, 23 Sep 2003 05:29:50 GMT\r\n, the difference is the date when the file was created is 50s behind the last-modified date.

#### *Question 3*

The connection is consistent because this line is shown in the widow

Connection: Keep-Alive\r\n

This means it is using a sing TCP connection to handle HTTP requests and it is by default on HTTP 1.1

### *Question 4*

73 bytes

### *Question 5*

Text and html data

And the content is:

Congratulations. You've downloaded the file lab2-1.html!\n

## **Exercise 4**

### *Question 1*

No

### *Question 2*

Yes

Last-Modified: Tue, 23 Sep 2003 05:35:00 GMT\r\n

### *Question 3*

Yes

The if-modified-since header is a HTTP header that is sent to a server as a conditional request

If-Modified-Since: Tue, 23 Sep 2003 05:35:00 GMT\r\n

The if-none-match header: For GET and HEAD methods, the server will send back the requested source with a 200 status, only if it doesn't have an ETag matching the given ones

If-None-Match: "1bfef-173-8f4ae900"\r\n

#### *Question 4*

Status Code: 304

Response Phrase: Not Modified

No, the reason is that the GET request is only conditional, if the request has been modified after a given date, the server will send back the request resource, but if not modified since that date, then the request won't send back, and will be 304 without any content

#### *Question 5*

ETag: "1bfef-173-8f4ae900"\r\n

ETag response HTTP header is an identifier for a specific version of a resource

ETag value is unchanged since the 1<sup>st</sup> response message was received

ETag allows caches to be more efficient and saves bandwidth, because if the content is unchanged, the server doesn't need to send a same full request.

## EXERCISE 5

```
#!/usr/bin/env python3.6

import time
import sys
import numpy as np

total = len(sys.argv)

seq = 0
rtt_arr = []

def get_time():
    return int(round(time.time() * 1000))

from socket import *
serverName = str(sys.argv[total - 2])
serverPort = int(sys.argv[total - 1])

clientSocket = socket(AF_INET, SOCK_DGRAM)
clientSocket.settimeout(1.0)

while seq < 10:
```

```
clientSocket.connect((serverName, serverPort))
start = get_time()

try:
    outmessage = "hello"
    clientSocket.send(outmessage.encode('utf-8'))
    modifiedMessage = clientSocket.recv(1024)

    end = get_time()
    rtt = end - start

    rtt_arr.append(rtt)
    #print(modifiedMessage)

    sentence = "ping to 127.0.0.1, seq = " + str(seq) + ", rtt
= " + str(rtt)
except timeout:
    sentence = "ping to 127.0.0.1, seq = " + str(seq) + ", rtt
= " + "TIMEOUT"

print(sentence)
seq = seq + 1
```

```
avg_rtt = np.mean(rtt_arr)
```

```
print("rtt min/avg/max = " + str(min(rtt_arr)) + "/" + str(avg_rtt) +  
      "/" + str(max(rtt_arr)) + " ms")
```

```
ping to 127.0.0.1, seq = 0, rtt = 139  
ping to 127.0.0.1, seq = 1, rtt = 160  
ping to 127.0.0.1, seq = 2, rtt = 41  
ping to 127.0.0.1, seq = 3, rtt = 34  
ping to 127.0.0.1, seq = 4, rtt = TIMEOUT  
ping to 127.0.0.1, seq = 5, rtt = 81  
ping to 127.0.0.1, seq = 6, rtt = 92  
ping to 127.0.0.1, seq = 7, rtt = 157  
ping to 127.0.0.1, seq = 8, rtt = 9  
ping to 127.0.0.1, seq = 9, rtt = 165  
rtt min/avg/max = 9/97.5555555556/165 ms  
weill %
```