

COMPUTER NETWORKS LAB CYCLE 2 PROGRAMS

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1. Write a program for error detecting code using CRC-CCITT (16-bits)

```
#include <iostream>
#include <string.h>

using namespace std;

int crc(char *ip, char *op, char *poly, int mode)
{
    strcpy(op, ip);
    if (mode) {
        for (int i = 1; i < strlen(poly); i++)
            strcat(op, "0");
        cout << "modified input" << op << endl;
    }
    for (int i = 0; i < strlen(ip); i++) {
        if (op[i] == '1') {
            for (int j = 0; j < strlen(poly); j++) {
                if (op[i + j] == poly[j])
                    op[i + j] = '0';
                else
                    op[i + j] = '1';
            }
        }
    }
    for (int i = 0; i < strlen(op); i++)
        if (op[i] == '1')
            return 0;
    return 1;
}

int main()
{
    char ip[50], op[50], recv[50];
    char poly[] = "10001000000100001";
    int choice;
    cout << "Enter the input message in binary:";
    cin >> ip;
    cout << "generated polynomial is" << poly << endl;
    crc(ip, op, poly, 1);
    cout << "The checksum is:" << op + strlen(ip) << endl;
}
```

```

cout << "The transmitted message is: " << ip << op + strlen(ip) << endl;
cout << "do you want to test error" << endl;
cin >> choice;
if(choice == 1)
{
    int pos,n;
    char cp[50];
    strcmp(cp, op);
        cout<<"Enter the position where to insert error bit"<<endl;
        cin>>pos;
        cout << "enter bit you wanted to insert" <<endl;
        cin >> n;
        cp[pos]=n;
        if(!strcmp(op, cp))
            {
                cout << "No error"<<endl;
            }
        else
            {
                cout << "Error occured"<<endl;
            }
        return 0;
    }
    else{ cout << ""<<endl;}
cout << "Enter the received message in binary" << endl;
cin >> recv;
if (crc(recv, op, poly, 0))
    cout << "No error in data" << endl;
else
    cout << "Error in data transmission has occurred" << endl;

return 0;
}

```

Output :

```
Enter the input message in binary:1011101
generated polynomial is10001000000100001
modified input101110100000000000000000
The checksum is:1000101101011000
The transmitted message is: 10111011000101101011000
do you want to test error
1
Enter the position where to insert error bit
3
enter bit you wanted to insert
0
Error occured
```

2. Write a program for distance vector algorithm to find suitable path for transmission.

```
#include <bits/stdc++.h>

using namespace std;

#define MAX 10
int n;

class router {

    char adj_new[MAX], adj_old[MAX];

    int table_new[MAX], table_old[MAX];

public:
    router() {

        for (int i = 0; i < MAX; i++)
            table_old[i] = table_new[i] = 99;

    }
    void copy() {

        for (int i = 0; i < n; i++) {

            adj_old[i] = adj_new[i];

            table_old[i] = table_new[i];

        }

    }

}
```

```

}
int equal() {

    for (int i = 0; i < n; i++)

        if (table_old[i] != table_new[i] || adj_new[i] != adj_old[i])
            return 0;

    return 1;

}

void input(int j) {

    cout << "Enter 1 if the corresponding router is adjacent to router" <<
        (char)('A' + j) << " else enter 99: " << endl << " ";

    for (int i = 0; i < n; i++)

        if (i != j)
            cout << (char)('A' + i) << " ";

    cout << "\nEnter matrix:";

    for (int i = 0; i < n; i++) {

        if (i == j)

            table_new[i] = 0;

        else

            cin >> table_new[i];

        adj_new[i] = (char)('A' + i);

    }
    cout << endl;

}

void display() {

    cout << "\nDestination Router: ";

    for (int i = 0; i < n; i++)
        cout << (char)('A' + i) << " ";

    cout << "\nOutgoing Line: ";

```

```

for (int i = 0; i < n; i++)
    cout << adj_new[i] << " ";

cout << "\nHop Count: ";

for (int i = 0; i < n; i++)
    cout << table_new[i] << " ";

}
void build(int j) {

    for (int i = 0; i < n; i++)

        for (int k = 0;
            (i != j) && (k < n); k++)

            if (table_old[i] != 99)

                if ((table_new[i] + table_new[k]) < table_new[k]) {

                    table_new[k] = table_new[i] + table_new[k];

                    adj_new[k] = (char)('A' + i);

                }

        }
}
r[MAX];

void
build_table() {

    int i = 0, j = 0;

    while (i != n) {

        for (i = j; i < n; i++) {

            r[i].copy();

            r[i].build(i);

        }

        for (i = 0; i < n; i++)

```

```

        if (!r[i].equal()) {

            j = i;

            break;

        }

    }

}

int
main() {

    cout << "Enter the number the routers(<" << MAX << "): ";
    cin >> n;

    for (int i = 0; i < n; i++)
        r[i].input(i);

    build_table();

    for (int i = 0; i < n; i++) {

        cout << "Router Table entries for router " << (char)('A' + i) << ":-";

        r[i].display();

        cout << endl << endl;

    }

}

```

Output :

```

Enter the number the routers(<10): 5
Enter 1 if the corresponding router is adjacent to routerA else enter 99:
  B C D E
Enter matrix:1 1 99 99

Enter 1 if the corresponding router is adjacent to routerB else enter 99:
  A C D E
Enter matrix:1 99 99 99

Enter 1 if the corresponding router is adjacent to routerC else enter 99:
  A B D E
Enter matrix:1 99 1 1

Enter 1 if the corresponding router is adjacent to routerD else enter 99:
  A B C E
Enter matrix:99 99 1 99

Enter 1 if the corresponding router is adjacent to routerE else enter 99:
  A B C D
Enter matrix:99 99 1 99

Router Table entries for router A:-
Destination Router: A B C D E
Outgoing Line: A B C D E
Hop Count: 0 1 1 99 99

Router Table entries for router B:-
Destination Router: A B C D E
Outgoing Line: A B C D E
Hop Count: 1 0 99 99 99

Router Table entries for router C:-
Destination Router: A B C D E
Outgoing Line: A B C D E
Hop Count: 1 99 0 1 1

Router Table entries for router D:-
Destination Router: A B C D E
Outgoing Line: A B C D E
Hop Count: 99 99 1 0 99

Router Table entries for router E:-
Destination Router: A B C D E
Outgoing Line: A B C D E
Hop Count: 99 99 1 99 0

```

3.Implement Dijkstra's algorithm to compute the shortest path for a given topology.

```

/*implement Dijkstra's algorithm to compute the shortest path through a graph.*/

#include<iostream>

#include<climits>

```

```

using namespace std;
int a[30][30], n;
int minimum(int visited[], int dist[]) {
    int mindis = 10000, mini;
    for (int i = 0; i < n; i++) {
        if (!visited[i] && dist[i] < mindis) {
            mindis = dist[i];
            mini = i;
        }
    }
    return mini;
}

void dijkstra(int src) {
    int dist[n], visited[n];

    for (int i = 0; i < n; i++) {
        dist[i] = 10000;
        visited[i] = 0;
    }
    dist[src] = 0;
    for (int i = 0; i < n - 1; i++) {
        int u = minimum(visited, dist);
        visited[u] = 1;
        for (int v = 0; v < n; v++) {
            if (!visited[v] && a[u][v] != 10000 && dist[u] != 10000 && (dist[u] + a[u][v]) < dist[v])
                dist[v] = dist[u] + a[u][v];
        }
    }
    cout << "Shortest paths to all other vertices from " << src << " is " << endl;
    cout << "Vertices\tDistance from source" << endl;
    for (int i = 0; i < n; i++) {
        if (i != src)
            cout << i << "\t\t" << dist[i] << endl;
    }
}

int main() {
    cout << "Enter the no. of vertices" << endl;
    cin >> n;
    cout << "Enter the weighted adjacency matrix (enter 10000 if there is no edge)" << endl;
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++)
            cin >> a[i][j];
    }
    int src;
    cout << "Enter the source vertex" << endl;

```



```
cin >> src;
dijkstra(src);
return 0;
}
```

Output :

```
Enter the no. of vertices
4
Enter the weighted adjacency matrix (enter 10000 if there is no edge)
1 5 7 10000
10000 7 4 2
6 8 0 1
10000 10000 6 3
Enter the source vertex
3
Shortest paths to all other vertices from 3 is
Vertices      Distance from source
0              12
1              14
2              6
```

4. Write a program for congestion control using Leaky bucket algorithm.

```
#include<stdio.h>

#include<stdlib.h>

#include<unistd.h>

#define NOF_PACKETS 5
int main() {
    int packet_sz[NOF_PACKETS], i, clk, b_size, o_rate, p_sz_rm = 0, p_sz, p_time,
    op;
    for (i = 0; i < NOF_PACKETS; ++i)
        packet_sz[i] = random() % 100;
    for (i = 0; i < NOF_PACKETS; ++i)
        printf("\npacket[%d]:%d bytes\t", i, packet_sz[i]);
    printf("\nEnter the Output rate:");
    scanf("%d", & o_rate);
    printf("Enter the Bucket Size:");
    scanf("%d", & b_size);
    for (i = 0; i < NOF_PACKETS; ++i) {
```

```

if ((packet_sz[i] + p_sz_rm) > b_size)
if (packet_sz[i] > b_size) /*compare the packet siz with bucket size*/
printf("\n\nIncoming packet size (%dbytes) is Greater than bucket
capacity( % dbytes) - PACKET REJECTED ", packet_sz[i], b_size);
else
printf("\n\nBucket capacity exceeded-PACKETS REJECTED!!");
else {
p_sz_rm += packet_sz[i];
printf("\n\nIncoming Packet size: %d", packet_sz[i]);
printf("\nBytes remaining to Transmit: %d", p_sz_rm);
//p_time = random() * 10;
//printf("\nTime left for transmission: %d units", p_time);
//for(clk = 10; clk <= p_time; clk += 10)
while (p_sz_rm > 0) {
sleep(1);
if (p_sz_rm) {
if (p_sz_rm <= o_rate)
/*packet size remaining comparing with
output rate*/
op = p_sz_rm, p_sz_rm = 0;
else
op = o_rate, p_sz_rm -= o_rate;
printf("\nPacket of size %d Transmitted", op);
printf("----Bytes Remaining to Transmit: %d", p_sz_rm);
} else {
printf("\nNo packets to transmit!!");
}
}
}
}
}
}

```

Output :

```

packet[0]:83 bytes
packet[1]:86 bytes
packet[2]:77 bytes
packet[3]:15 bytes
packet[4]:93 bytes
Enter the Output rate:30
Enter the Bucket Size:85

Incoming Packet size: 83
Bytes remaining to Transmit: 83
Packet of size 30 Transmitted----Bytes Remaining to Transmit: 53
Packet of size 30 Transmitted----Bytes Remaining to Transmit: 23
Packet of size 23 Transmitted----Bytes Remaining to Transmit: 0

Incoming packet size (86bytes) is Greater than bucket capacity (85bytes)-PACKET REJECTED

Incoming Packet size: 77
Bytes remaining to Transmit: 77
Packet of size 30 Transmitted----Bytes Remaining to Transmit: 47
Packet of size 30 Transmitted----Bytes Remaining to Transmit: 17
Packet of size 17 Transmitted----Bytes Remaining to Transmit: 0

Incoming Packet size: 15
Bytes remaining to Transmit: 15
Packet of size 15 Transmitted----Bytes Remaining to Transmit: 0

Incoming packet size (93bytes) is Greater than bucket capacity (85bytes)-PACKET REJECTED

```

5.Using TCP/IP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.

client.py

```

from socket import *

serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_STREAM)
clientSocket.connect((serverName, serverPort))
sentence = input("\nEnter file name: ")
clientSocket.send(sentence.encode())
filecontents = clientSocket.recv(1024).decode()
print("\nFrom Server:\n")
print(filecontents)
clientSocket.close()

```

server.py

```

from socket import *
serverName="127.0.0.1"
serverPort = 12000
serverSocket = socket(AF_INET,SOCK_STREAM)
serverSocket.bind((serverName,serverPort))
serverSocket.listen(1)
while 1:
    print ("The server is ready to receive")
    connectionSocket, addr = serverSocket.accept()
    sentence = connectionSocket.recv(1024).decode()

    file=open(sentence,"r")
    l=file.read(1024)

    connectionSocket.send(l.encode())
    print ('\nSent contents of ' + sentence)
    file.close()
    connectionSocket.close()

```

Output :

```

===== CLIENT =====
Enter file name: testfile.txt
Sent: testfile.txt
Received: Hello world! I was sent by the TCP Server.

Enter file name: nofile
Sent: nofile
Received: File nofile not found

Enter file name: 

```

```

===== SERVER =====
Connected by: ('127.0.0.1', 45380)
Received Filename: testfile.txt
Sent: b'File testfile.txt not found'

Received Filename: nofile
Sent: b'File nofile not found'

```

6.Using UDP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.

client.py

```
from socket import *

serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("\nEnter file name: ")
clientSocket.sendto(bytes(sentence, "utf-8"), (serverName, serverPort))
filecontents, serverAddress = clientSocket.recvfrom(2048)
print("\nReply from Server:\n")
print(filecontents.decode("utf-8"))
# for i in filecontents:
# print(str(i), end = "")
clientSocket.close()
clientSocket.close()
```

server.py

```
from socket import *

serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort))
print("The server is ready to receive")
while 1:
    sentence, clientAddress = serverSocket.recvfrom(2048)
    sentence = sentence.decode("utf-8")
    file = open(sentence, "r")
    l = file.read(2048)

    serverSocket.sendto(bytes(l, "utf-8"), clientAddress)
    print("\nSent contents of ", end=" ")
    print(sentence)
    # for i in sentence:
    # print (str(i), end = "")
    file.close()
```

Output :

```
===== CLIENT =====
```

```
Enter file to request from server: testfile.txt
```

```
Sent: testfile.txt
```

```
Received: Hello world! I was sent by the UDP Server.
```

```
Enter file to request from server: nofile
```

```
Sent: nofile
```

```
Received: File nofile not found
```

```
Enter file to request from server:
```

```
===== SERVER =====
```

```
Received Filename: testfile.txt From: ('127.0.0.1', 36898)
```

```
Sent: b'Hello world! I was sent by the UDP Server.' To: ('127.0.0.1', 36898)
```

```
Received Filename: nofile From: ('127.0.0.1', 36898)
```

```
Sent: b'File nofile not found' To: ('127.0.0.1', 36898)
```

```
□
```